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No1 FOR CBM 64!

ZZAP! C64 AMIGA



FERRARI FORMULA ONE
EA's turbocharged Sizzler

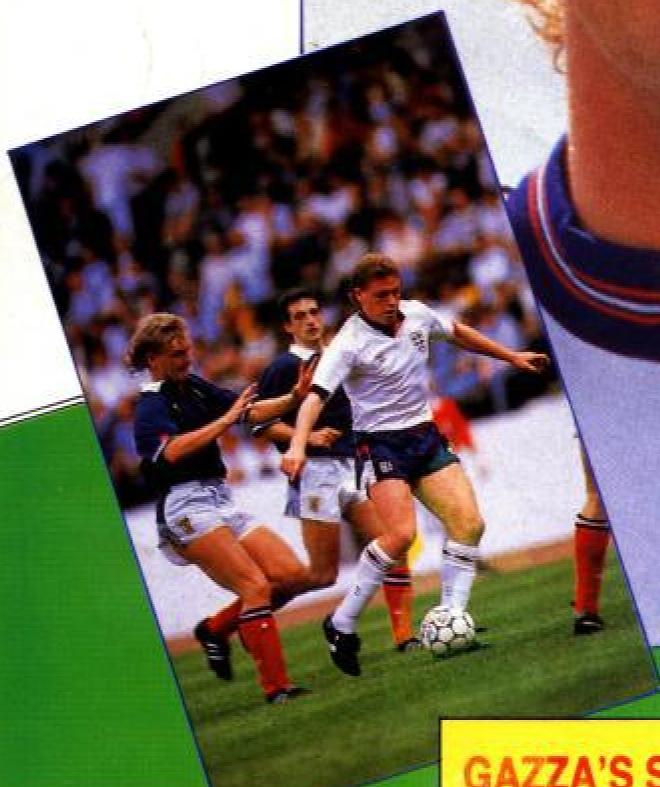
PIPEMANIA
It'll drive you round the bend!

SHADOW WARRIORS
A sneak preview of Ocean's latest coin-op conversion

WIN A LYNX AND TWO GAMEBOYS!!

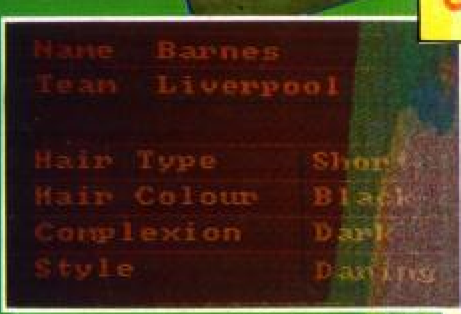
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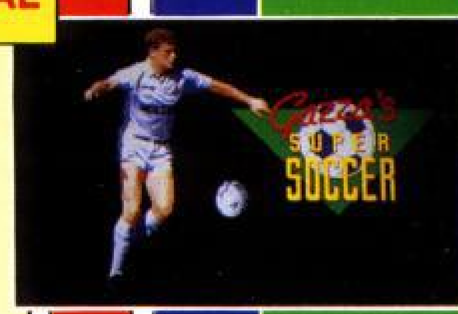






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Pipe Mania is "a classic puzzle arcade game that is so addictive, it should come with a Government Health Warning!"
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You'll need to act instinctively, but think strategically!
One wrong move, one brief hesitation or mis-placed pipe section, and you'll drown in a sea of slime!
ST Action
"Pipe Mania is a conceptually simple and cheeky game which is incredibly addictive"
Commodore User Screenstar
"Terrifically addictive... outlasts any arcade conversion"
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Pipe Mania
Zero March 1990 92%
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"A puzzle game of great ingenuity and addictivity, Pipe Mania is simple in concept, fiendishly challenging in play, and attractive to look at"
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"Absolutely guaranteed to drive you round the bend"
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"Best PC strategy game of 1989"
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ZZAP! C64 AMIGA



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editor
stuart wynne
sub-editor
phil king
staff writers
robin hogg
lloyd mangram
editorial assistant
viv vickress
photography
cameron pound
editorial
47 gravel hill
ludlow
shropshire
sy8 1qs
☎0584 875851
production manager
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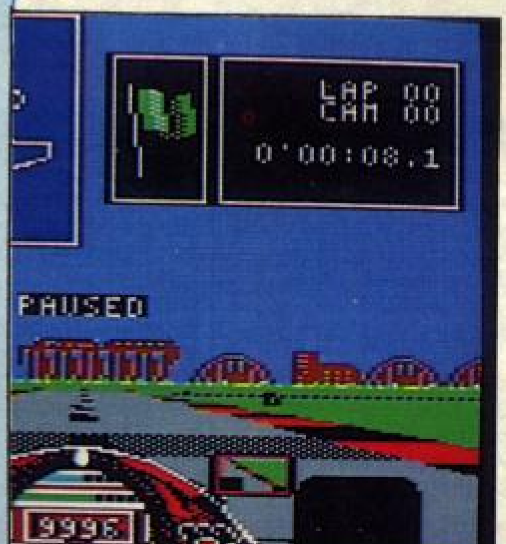
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Contentz

REVVING REGULARS

FERRARI FEATURES









GRAND GAMES

CRASHING COMPS

REVIEWZ

Watch out for Issue 61 – it hits the streets on April 12!

THE APRIL CHARTS

From the top there's little change in the 64 charts with *Turbo Out Run* way ahead in the lead with near double the votes over *Batman*. Nice to see *Space Rogue* climbing (if a little slowly).

Ocean have a vice-like grip on the top of the 16-bit charts which will probably stay like that following the release of the excellent *The Untouchables*. The rest of the chart is fairly tight though.

Oh, nearly forgot. This month's winner of a £20 software voucher is Adam Powell of Chippenham in Wiltshire. Well done Adam!

Send your chart entries to *ZZAP! Charts, ZZAP! Towers, PO Box 10, Ludlow, Shropshire, SY8 1DB.*

TOP 10 C64 GAMES

1. **Turbo Out Run** .... (US Gold)
2. **Batman: The Movie** .... (Ocean)
3. **Ghouls 'N' Ghosts** .... (Capcom/US Gold)
4. **Power Drift** .... (Activision)
5. **Stunt Car Racer** .... (MicroStyle)
6. **The Untouchables** .... (Ocean)
7. **Myth** .... (System 3)
8. **Retrograde** .... (Thalamus)
9. **Space Rogue** .... (Origin/Mindscape)
10. **MicroProse Soccer** .... (MicroProse)

TOP 10 AMIGA GAMES

1. **Operation Thunderbolt** .... (Ocean)
2. **Batman: The Movie** .... (Ocean)
3. **F-29 Retaliator** .... (Ocean)
4. **Kick Off** .... (Anco)
5. **Strider** .... (Capcom/US Gold)
6. **Sim City** .... (Infogrames)
7. **Blood Money** .... (Psygnosis)
8. **North And South** .... (Infogrames)
9. **Xenon 2** .... (Mirrorsoft)
10. **Atron 5000** .... (Players)

C64 MUSIC

1. **Turbo Out Run** .... (Maniacs Of Noise)
2. **Ghouls 'N' Ghosts** .... (Tim Follin)
3. **Batman: The Movie** .... (Matthew Cannon)
4. **The Untouchables** .... (Matthew Cannon)
5. **Myth** .... (Maniacs Of Noise)

AMIGA MUSIC

1. **Xenon 2** .... (David Whittaker)
2. **Ghouls 'N' Ghosts** .... (Tim Follin)
3. **Batman: The Movie** .... (Jonathan Dunn)
4. **Double Dragon 2** .... (Tomas Dahlgren/Steve Barratt/Richard Aplin)
5. **LED STORM** .... (Tim Follin/Mike Follin)

COIN-OPS

1. **Afterburner** .... (Sega)
2. **Teenage Mutant Hero Turtles** .... (Konami)
3. **Chase HQ** .... (Taito)
4. **STUN Runner** .... (Atari)
5. **Hard Drivin'** .... (Atari)

ZZAP! EDITOR IS ZZAPPED!

Tonight the readers of that amazingly happenin' mag, ZZAP!, paid their respects at the funeral of Editor, Stuart Wynne, who was sliced in half by an alien laser bolt. The fact the terminally ill Mr Wynne, 83, has not quite snuffed it yet didn't put off the mourners, who were determined to 'have a good time grieving'.

The circumstances of Wynne's death . . . er, fatal injury, are still very vague, but he remembers seeing a strange bluey whiteness which bore an amazing resemblance to his mother's toilet bowl. This claim is supported by nurses at the hospital who said that Mr Wynne's underwear was remarkably clean for the victim of such a worrying accident.

Police have given out a detailed description of Mr Wynne's assailant. He is a bio-mechanical extraterrestrial about 6 feet 4 inches tall (without his reinforced leather boots on), and about 300 pounds in weight (without his combined hand drill and household detergent utility belt). His hair and eye colour are unknown as his head is completely hidden by the respirator helmet which he always wears (even in the shower). The only other clue is a '5p off' Vim coupon which he dropped upon leaving the scene of the crime.

A one-legged Albanian dwarf arm-wrestler is helping police with their inquiries. Detective Inspector Bert Fascist-Pigg stated, 'We think we've got our man.'

STOP PRESS EXCLUSIVE!!

Talk about arriving at the eleventh hour!! With the April issue just a day away from being sent off to the printers, out of the blue we were sent a demo disk of the C64 conversion of *Virus*, a graphically awesome game originally written for the Archimedes by David *Elite* Braben.

Previously unknown programmer David Doll has been working on the title for just over a year now and from what we've seen of it so far it's simply unbelievable!! On the technical front it's mind-blowing with a full colour 'patchwork' effect of the land below, moving map display, and a superb thrusting effect as you move around the landscape.

David has yet to incorporate enemy vehicles into the game and the frame update needs to be increased a tad, but rest assured it's looking superb so far! Exclusive review next month!!



CONSOLING THE C64



After last month's Amiga console story, Commodore's console-mania has extended to the C64 with strong rumours indicating cartridge software will be released for the machine. All C64s have a cartridge port and in the early days software was released to take advantage of it.

The first new games will most likely be bundled with the C64, allowing Commodore to drop the C2N datasette from the starter pack, and hopefully its price. This obviously opens the question of whether software houses will release cartridge versions of C64 games along with tape and disk versions. Cartridges obviously eliminate lengthy loading times – a big benefit for all multiloads – and could make for much more complex games. Piracy is also made unlikely.

Unfortunately cartridges are expensive to make. US Gold, Domark, Thalamus, and Palace all seem to be taking a 'wait and see' attitude to whether they'll produce C64 cartridges. Only Activision and Code Masters have been enthusiastic, suggesting they could produce slightly enhanced games for the format. But as yet Commodore are refusing to confirm, or deny, whether the rumours are true.

PORTAL – THE PAPERBACK

Activision's *Portal*, one of the few games to go unrated in a ZZAP! review, has come back in paperback form. Written by Rob Swigart the novel is being published by Grafton Books for £3.99.

The story begins with an astronaut returning to Earth only to find humanity has vanished. In search of clues to what's happened the astronaut finds Homer, an artificially intelligent computer. In the computer game Homer was simulated by the C64, with you going through the various files as you wanted, slowly piecing together the story. The novel describes things from the perspective of the astronaut, Peter Devore, and sometimes the computer!

Eventually we learn about the discovery of a universe-spanning travel system (the Portal of the title), which Devore must gain the psychic powers to harness. Swigart is convincing in his scene setting with a one-state world and its inevitable flaws.

Technology is cleverly used, although the author sometimes goes to extremes in describing it. Personally I found *Portal* a compelling read, although it's weird how the author has decided to convert a game which was so well-suited to being presented on a computer. Not quite as atmospheric perhaps, but definitely one for fans of the game.

Robin Hogg

FIGHTER BOMBER GROUNDED

Activision's excellent (and Sizzling) Amiga *Fighter Bomber* has suffered a brief grounding due to a bug on one of the very last missions, namely Broken Arrow. Once you land a menu comes up, but due to the bug the mouse pointer can't click on any of the options, effectively ending the game. This bug was limited to the very first few copies of the game, and most of those out now should be fine. To find out if you have the bug, use the cheat mode in this month's playing tips section and check out the mission. Activision's friendly and efficient complaints department will be happy to whizz you a replacement copy.



SIZZLER

FERRARI FORMULA ONE

Electronic Arts, C64 £9.99 cassette, £14.99 disk (DISK VERSION REVIEWED!)

●Drive like Robin Hogg and not get arrested!

Ferrari makes some of the fastest and stunningly designed sports cars in the world. The Italian car manufacturer (owned by Fiat) also participates in the glamorous sport of Formula One motor racing. But with glamour comes danger: witness Gerhardt Berger's horrific crash last year, caused by a faulty steering system. It only went to prove how the life of a driver is firmly placed in the hands of his mechanics every time he races.

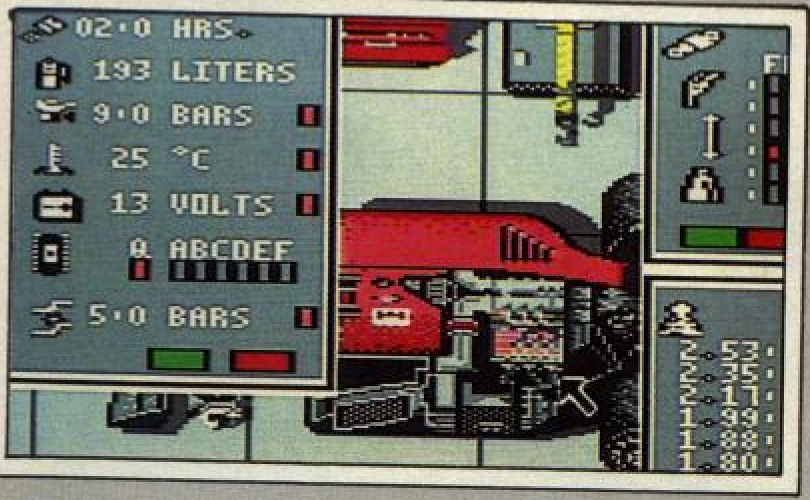
However, as Ferrari's newest driver, you're not as trustful. You insist on testing the car thoroughly at the Ferrari test track in Fiorano. Here, you can analyse the car's aerodynamics in the wind tunnel, adjusting the front and rear aerofoils to create maximum downforce with minimum drag. In the dyno room you can test your engine, adjusting the revs, turbocharger, and engine age – and monitor the effect on horsepower, torque, and fuel efficiency. Fiorano's test track allows you to measure the car's performance (and your driving skills). There are 45 special sensors placed around the track – you are given a split time from each sensor to compare with previous laps.

When you're completely happy with your car it's time for your first race, the Brazilian Grand Prix in Rio. This (like the other 15 Grand Prix) comprises six track sessions: the first and second day practice and qualifying sessions (faster lap times earn you a better grid position for the race), and on the third day the warmup followed by the race itself.

Each racetrack has a paddock area (shown from overhead) containing such things as the garage, pits, race control, and transport trucks – selected by moving a the pointer over them. At the start of each day it's advisable to visit the garage to install a new engine and, in the pits, adjust various parts of the car (engine, gearbox, suspension, and tyres) to suit the track and type of session. To help you decide, your faithful mechanic Mauro makes suggestions for the optimum settings of these systems.

Once on the track, control of steering and acceleration/braking is via the joystick (the original Amiga version used a mouse). Changing gear is achieved by pressing fire with up/down (this is automatic on the easiest of three difficulty levels). A map of the track shows the relative positions of all the cars, while another display indicates your current race position and time. (C128 owners can turn off these displays to make the game run slightly faster.)

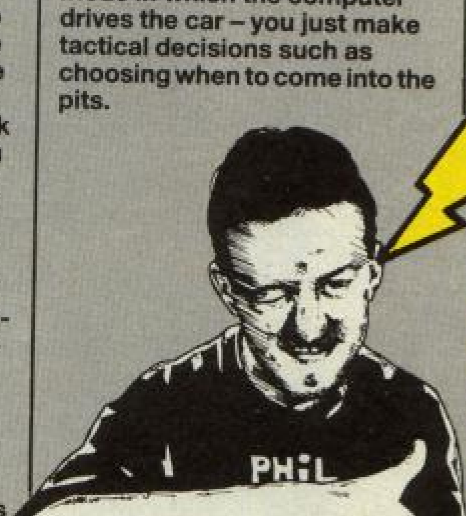
Taking a corner too fast (or ramming another car) can cause you to spin off the track – a serious crash can put you in hospital for several days, possibly causing you to miss a race. If you're not so good behind the wheel, you can choose passenger mode in which the computer drives the car – you just make tactical decisions such as choosing when to come into the pits.



▲ Giving your Ferrari a thorough going over in the pits.



▲ It's snowing and you've flying off to the first track.



This is one of my all-time favourite Amiga games, so I was pleased if a mite doubtful about a C64 conversion. Could such a complex simulation be converted without major omissions? I needn't have worried: all the features of the classic original are here. There are so many things you can do to your car, altering everything bar the paintwork. The presentation is superb with detailed static pictures, easy-to-use icon driven menus, very quick disk accessing, plus a neat loading screen and 'revving' title tune (better than the Amiga's). The only slight disappointments are the slowness of the 3-D track and the 'dying wasp' engine noise. However, these minor flaws fail to spoil the racing action, mainly due to its ultra-realism. The handling of the car is totally authentic: overtaking and cornering are arts to be mastered – and more often than not I found myself spinning off the track (straight into a hospital bed!). This toughness – even on easy level – makes winning a race a rewarding achievement with the longer term objective of becoming World Champion offering an irresistible challenge. No motor racing fan should be without *Ferrari*.



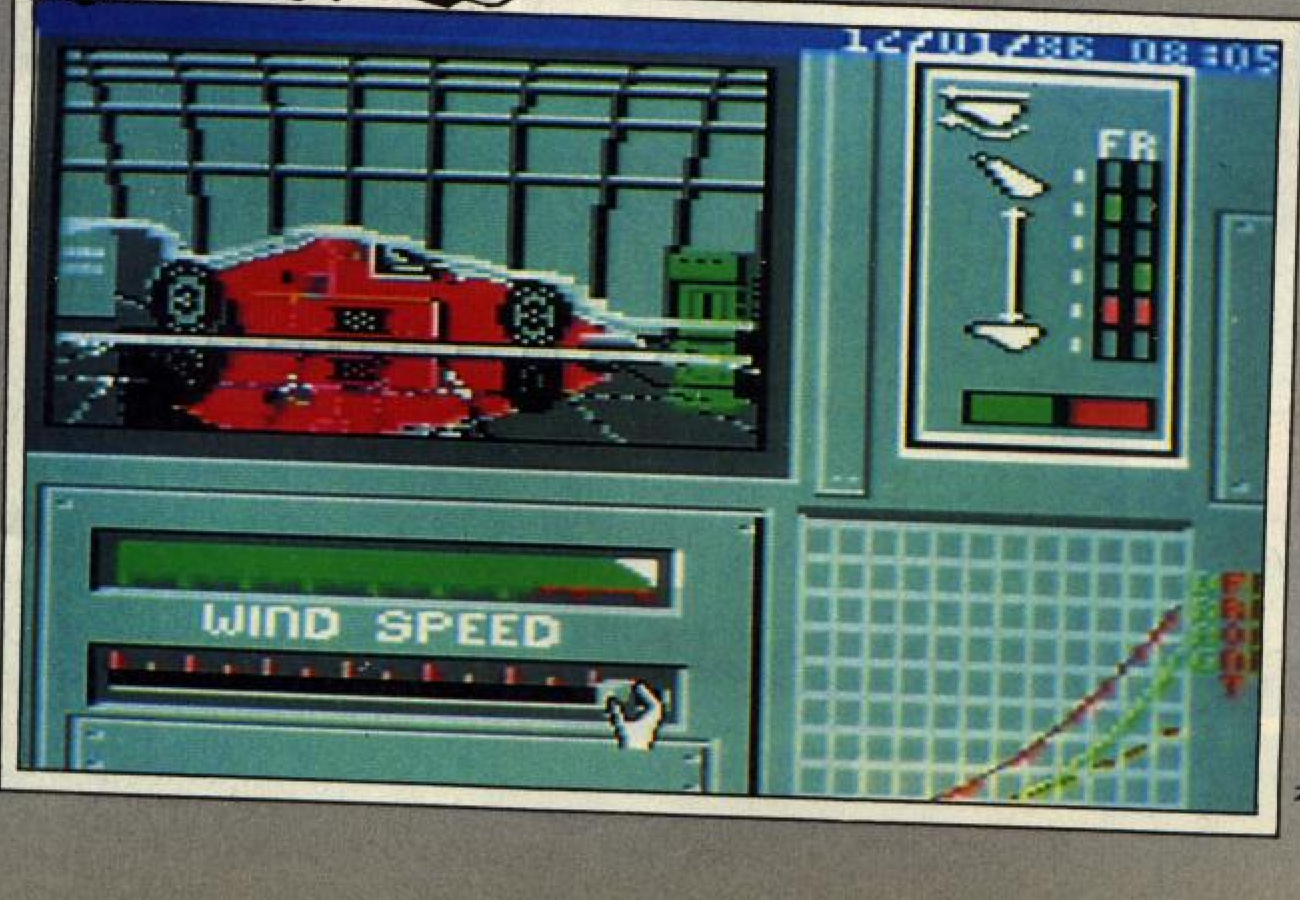
▲ Revving your engine on the starting grid at Rio.

The default distance for each race is 18 kms (three or four laps, depending on the track) – this can be increased up to the real-life (but gruelling!) maximum of 315km. At the end of the race, championship points are awarded for the first six finishers (out of the eight drivers). After sixteen Grand Prix, the World Champion will be the driver with the most points from his best ten races. As a whole season takes a fairly long time to complete, there's an invaluable save game option.



So they think these racing cars are fast? Pah! I can out-accelerate them in neutral. But after several crates of Vim even I found it hard to stay on the track. What's more, to get the best out of the car you have to tell your stupid mechanics what to do with it. This makes trying to win a race with this primitive technology as sensible as being a kamikaze pilot. At first I simply enjoyed smashing the other cars off the track but when Phil had the temerity to win a race I had to prove my superiority. That's when I really started getting into the game. There's so much to it; organizing your campaign to win the World Championship right from the early days at Fiorano, altering the aerodynamics and engine performance, to specially tuning your engine for qualification heats. Not one for the typically moronic human, but those with above-average intelligence might just be able to grasp it (Phil's winning was obviously a fluke!).

▼ Increasing simulated speed at the wind tunnel back at Fiorano.





The Amiga version was (and still is) superb and here we are with a remarkably similar 64 version, in fact it's the most faithful conversion I've yet seen. When you consider how much there was in the original, the conversion is something of a miracle. The attention to detail in *Ferrari* is phenomenal. Speech at the start, a useful demo mode, the sheer quality of the graphics, a friendly icon system – this is one classy product that's for sure! Of course, as with all car simulations the core of the game is the racing effect and *Ferrari* performs admirably. The illusion of movement is convincing, the road perspective working well with speed kept up to match. It's not quite a *Revs* for realism but like Phil and me you can have some great times trying to reach 1st position! A great game which can be as complex, or as simple as you want it.

PRESENTATION 95%
Detailed, informative manual. A large array of options including save game, three difficulty levels, and passenger mode. Easy-to-use, icon-driven menus, heavy but fast disk access.

GRAPHICS 94%
Excellent, detailed static screens. Respectable driving section with good looking cars – faster in 128 mode.

SOUND 90%
Great sampled speech and title tune. Good mixture of effects, especially in the pits. Engine noise is a bit weedy though.

HOOKABILITY 85%
At first it's hard to keep the car on the track, but the menus are very user-friendly.

LASTABILITY 96%
An immense challenge offered by the 16-race season. Fiddling with your car is an absorbing pastime in itself.

OVERALL 95%
A superlatively presented, ultra-realistic simulation of Formula One racing.

SIZZLER

Crackdown

A C64

US Gold, C64 £9.99 cassette, £14.99 disk; Amiga £24.99

●Arcade double trouble from US Gold!

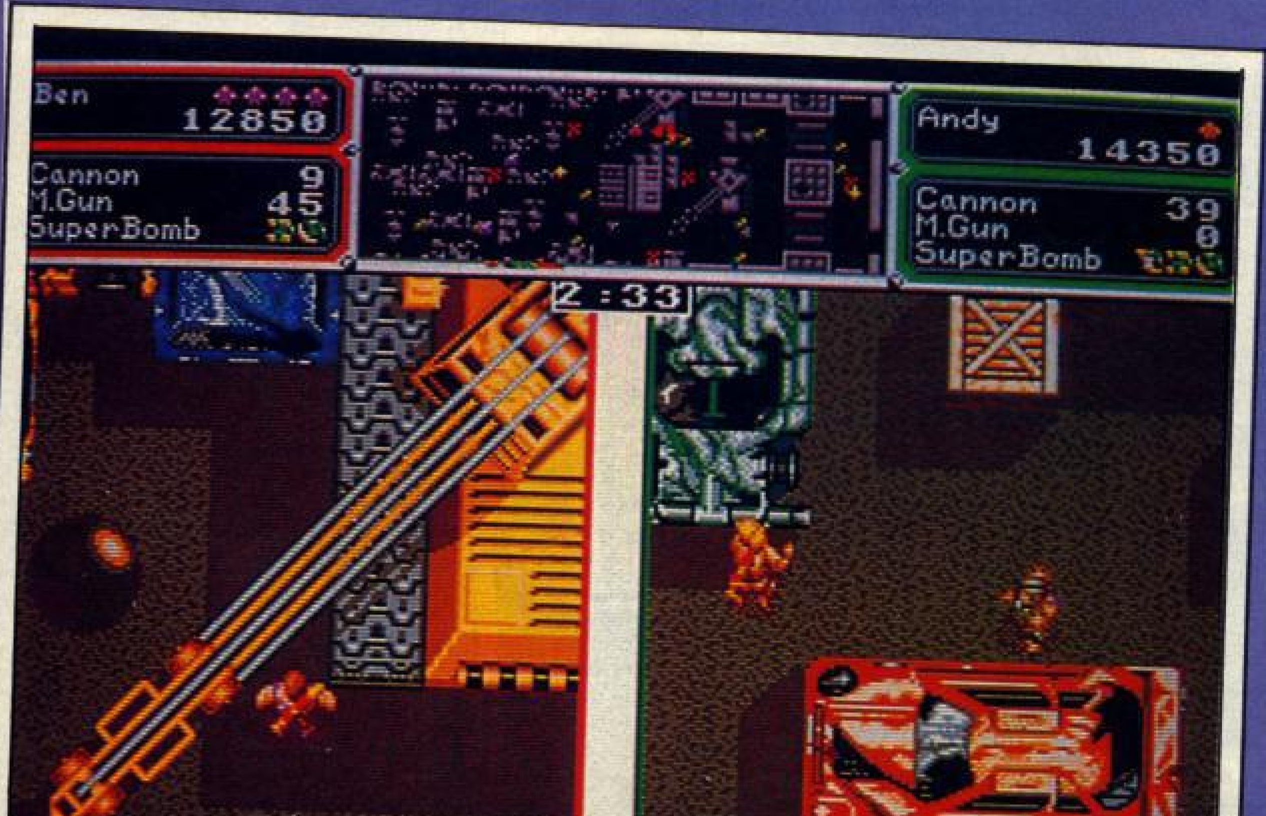


Flushed with his success creating a breakfast cereal, Dr K has decided to take over the world. Secure within his gothic castle he has created an army of genetically engineered soldiers to accomplish his mad ambition. All that stands in his way are the terrible twosome – Andy Attacker and Ben Breaker. Sounding like a pair of cartoon characters to promote 'Special K', they must progress though the 16 levels of K's castle, placing at least three explosives on each.

To be effective the explosive must placed in the correct positions, but thankfully Dr K's interior decorator has placed large 'X's to mark these. They also show up on your radar scanner, which can be vital for finding your way through the mazes, with just three minutes per level. The main screen is divided into two: one half for each player, with an overhead, *Gauntlet*-style perspective.

▼ In the junk yard and Ben is about to be hit by a wrecking ball. (Amiga)

▲ Two-player arcade action in Dr K's massive, maze-like castle. (C64)



Of course, each level is packed with K's goose-stepping soldiers who are weighed down with weapons such as pistols, machine guns, and even flamethrowers. Thankfully our daring duo are not pacifists, and begin the game with rocket launchers. If these run out of ammo they can switch to machine-guns or – as a last resort – fists and feet. They can even use smart bombs. Refills for the weapons can be found in boxes scattered around the corridors. You can also flatten yourself against walls, to sneak along without being hit. Later on in the game there are poisonous rivers, lava puzzles, and some nasty traps to beat.



▲ Plenty of time left to plant the bombs in the junk yard. (64)





US Gold have produced yet another first-class conversion with this one. While the C64's sprites are a bit blocky, the backgrounds are very good indeed and move surprisingly fast – even in two-player mode. The variety within the four levels per load is excellent, I particularly like the junk yard's mangled cars as well as the conveyor belts and deadly lava flows on the later levels. Of course, the Amiga version has more detail: the swinging wrecking balls in the junk yard, a sign you have to knock over, and the way your sprites shrinks as he falls down a gap. In fact, the graphics are virtually arcade perfect – though they still don't really push the Amiga. I think the C64's are more impressive for the host machine, although Robin would disagree.

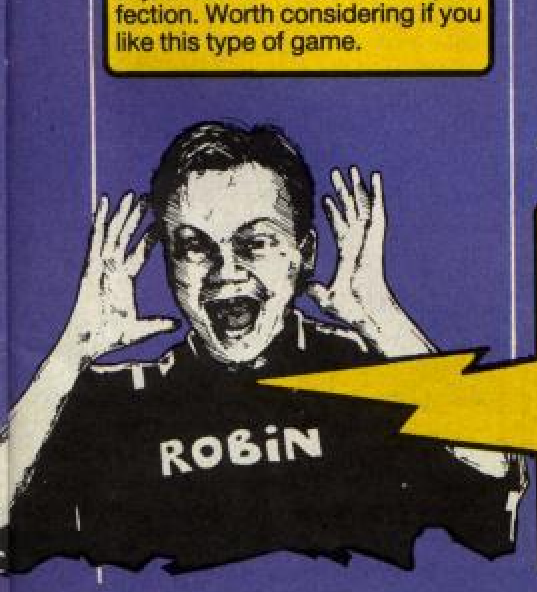
What we do agree on is that the Amiga game is the hardest – you have much less ammo for the weapons, and the machine gun is much less effective than the cannon. This makes it a bit harder to get into, but improves lastability.

Crackdown's gameplay is clearly second-generation *Gauntlet*, with the need to plant bombs, collect ammo and the 'sneak' feature making for a much more cohesive and involving game than simply finding keys to exit all those dungeons. What's more the levels contain a surprising amount of variety, and the different layouts force you to use different tactics. What I think is particularly good is how, in two-player mode, you can compete with each other over score – but the joint bonus depends on you both getting out together. On the first levels you can race to plant the few bombs needed, but later on co-operation is essential.

I'm a big fan of two-player games – and this month we've had more than our fair share with *Pipemania* and *E-motion*; both excellent. But I'm afraid *Crackdown* left me cold. Admittedly, US Gold have done a fine job with the conversions, but the coin-op wasn't that hot to start with; just a souped-up *Gauntlet*, really. I found it frustratingly hard to get into, especially as you can never hit the smart bomb key in time – surely holding down fire would've been a better way to trigger them? Still, both Robin and the Scorelord really enjoyed blasting all those androids, and technically both versions are quite impressive. The Amiga game is particularly good value at just £20 for virtual arcade perfection. Worth considering if you like this type of game.



▲ Level three and Ben is in the lead, getting close to a bomb cross. (Amiga)



I'm amazed just how close the Amiga translation is with the looks, quality, and feel of the coin-op. Progression through the levels is rewarded with significantly different graphics, some stunning effects and gameplay changes making it one of the best two-player games for the 16-bits that I've seen. *Crack Down* works extremely well on a technical level, more so on the C64 with smooth scrolling and fast paced action to match – the collision detection is a little suspect but it makes for a little more lenient game. The C64 game is let down a little by the lack of extensive colours per level although this is compensated for by some superb static backgrounds and a general variety in the graphic style throughout – look out for the System 24 chip on level eight; well worth fighting through to see!

64

PRESENTATION 80%
Nice loading screen, simultaneous two-player option, three continue plays, four levels per load.

GRAPHICS 83%
Main sprites are a little blocky, but the backgrounds are great, with plenty of detail and variety.

SOUND 81%
Some really good in-game tunes, although the title tune is a bit naff.

HOOKABILITY 90%
Couldn't be easier to get into . . .

LASTABILITY 87%
. . . while 16 levels of a-maze-ing action provide a generous amount of entertainment.

OVERALL 88%
A great conversion and an extremely playable game.

PRESENTATION 88%
Intro, two modes of scrolling – one centred on the player, the other anticipating movement, simultaneous two-player option.

GRAPHICS 90%
Quite a bit of variety, some good detail and scrolling.

SOUND 86%
Arcade sampled FX and some good music.

HOOKABILITY 85%
A bit hard to start with, takes more practice to get into than the C64.

LASTABILITY 91%
Lots of levels with plenty of variety mean this will take some completing.

OVERALL 90%
An arcade-perfect conversion which rewards persistence.

P47 THUNDERBOLT

Firebird, C64 £9.99 cassette, £14.99 disk; Amiga £24.99



The P47 Thunderbolt was one of the top fighters of WWII; a massive, heavily armoured plane built like a big old Cadillac. MicroProse/Firebird provide a nice blurb on the plane with their instructions/poster but it's pretty much irrelevant. Jaleco's coin-op is another horizontally scrolling shoot-'em-up and realism has nothing at all to with it.

There are eight long levels, and the objective on each is to fight through to the end and obliterate the massive baddie at the end. Along the way are scattered a wide range of pick-ups. 'B' is for bombs which are useful for blasting battleships, anti-aircraft guns, tanks, and massive trains.
'E' is for spray missiles which break into bullets, all the better to smash up Nazi fighters, bombers, monster planes, and huge anti-aircraft rockets.
'M' is for multi-missiles, which can be launched two at a time, trashing helicopters, guns on towers, and more besides.
'S' is for speed-up, revving your engine up for much-needed extra manoeuvrability.
'T' is for directable fire. Suspiciously hi-tech, laser-like bolts zoom off in the direction you're moving.
'1 Up' is for an extra life, for early grave avoidance tactics.

None of the weapons can be combined – you can only have your standard machine gun and one of the add-on weapons. This is obviously where tactics come in; bombs are crucial for level one's end-of-level baddie, but fairly useless for level two's. Most of the weapons can be upgraded, from 2–8 projectiles as you pick-up more of the same letter. Should you complete the eight levels then it's back to the start, Amiga owners with the added benefit of a congratulatory screen and increased toughness (there are four levels of difficulty).



The Amiga's slick presentation compares with any console and the in-game graphics are as good as, if not better, than anything the Sega Megadrive's produced. But if *P47* proves the Amiga can do console-type games as good as anything out of Japan, gameplay is severely lacking variety. At £15 it would've been irresistible, but £25 is way too much.

Of course, the C64 game *is* much cheaper, but the levels are too long and easy – making non-simultaneous two-player games very tedious. The graphics are okay, although the ground attack missions are coloured oddly, and the camouflage works too well, leading to vehicles disappearing! Not a bad game, but lacking the Amiga's superslick presentation the unimaginative gameplay is all the more apparent.



While not exactly innovative, *P47* provides some straight blasting action and is a good conversion of the rather dated coin-op. Although most of the enemies are small and impressive, the huge end-of-level baddies are good (on both machines) – especially the huge battleship with its masses of guns. However, solo players will find the unvaried action repetitive, so the Amiga's simultaneous two-player mode is a welcome feature.

64

PRESENTATION 64%
No simultaneous two-player mode, multiload, but there is a keyboard option and nice interlevel screens.

GRAPHICS 67%
Parallax a bit jerky, indistinct sprites but some nice detail.

SOUND 64%
Continuous tune with nice spot FX.

HOOKABILITY 72%
Instantly playable, fairly easy to begin with.

LASTABILITY 56%
Again only eight not-too-tough levels.

OVERALL 61%
Not as slick a conversion as the Amiga game – simultaneous two-player option is particularly missed.

▼ Avoiding the flak on level one. (64)



amiga

PRESENTATION 88%
Simultaneous two-player mode, scrumptious loading screen, plus okay in-game message screens and good demo mode.

GRAPHICS 86%
Nicely detailed sprites and attractive, parallax scrolling backgrounds improve upon the coin-op.

SOUND 76%
Jolly Japanese tune accompanies explosion FX.

HOOKABILITY 75%
Tough at first and not very original, but attractive presentation and shoot-'em-up gameplay draw you in.

LASTABILITY 70%
Eight levels aren't that much, but its toughness and the ability to wrap round provide a fair challenge.

OVERALL 72%
A mediocre shoot-'em-up gets a superb but overpriced conversion.


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ZZAP! TEST

Weird Dreams

MicroProse, C64 £9.99 cassette, £14.99 disk; Amiga £24.99

Steve is not a lucky person. Of all the unlucky love matches made through the millennia, Steve's love for fellow worker Emily is most likely the worst. Because, in truth, there aren't that many daemons that have been banished to Earth. And Zelloripus, the one possessing Emily, is the most evil daemon there has ever been. Of course Emily might look attractive, but after centuries of tedium in Plymouth her outlook on life is not sunny...

To begin with, Emily gives Steve some 'headache pills' to heighten his senses — so as to make the coming agony even worse. Then she unleashes the eponymous weird dreams which have such an intense, vicious edge they soon put him in hospital for a life-threatening operation...

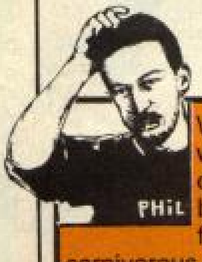
For Steve to wake up from his terrifying dreams, and survive the operation, he must collect various objects from the multiple, interconnected dreams which haunt him. His quest begins in a candy floss machine, a great metal tub with sticky pink floss whirling around to be gathered up by a stick. Steve must jump up at just the right moment to grab hold of the stick without being flattened by it. (C64 owners cannot be killed here, but it's harder to grab the stick.)

Once lifted out of the tub Steve is deposited outside a fairground, just in time to face a giant wasp carrying a very useful object. Unfortunately the wasp has a lethal sting... Amiga owners can run left into the hall of mirrors where there are five mirrors (two of which are temporarily barred), giving access to the other dream levels. C64 owners however, must play the game in a set order to make multiloading easier. (This is an intelligent use of machine, but frequent death forces so much rewinding and reloading that the cassette version seems almost pointless.)

There are about nine sub-games in all, including a beat-'em-up one where you fight rock creatures with a fish, some swordplay with roses and a lethal game of ball with a young girl.



Weird Dreams has obvious similarities with *Space Ace*, in that both have some spectacularly imaginative graphics — at the price of heavy disk access and limited gameplay. The sub-games look weird, but as there's only about nine they're very tough to provide some sort of value-for-money. This soon becomes extremely irritating, forcing lots of reloading when you die. Obviously the Amiga game has faster disk access, but it's more frequent (unless you have one megabyte of memory). In short, while the graphics are great (especially on the C64), the gameplay will please only the patient and persistent.



Well, this is er,... weird! I mean, what other game can boast giant wasps, floating fish, or a carnivorous football (my personal favourite)? Some of the very attractive, surrealist graphics are also pretty gruesome; especially when you get get shredded by a runaway lawnmower! The gameplay, although innovative, doesn't really live up to the great presentation. But if you're looking for something a bit different, *Weird Dreams* is it!

▼ You've caught a fish – now use it to batter the 'thing' on legs. (Amiga)



▼ All the fun of the fair; a giant bee likes the taste of your candyfloss. (64)



64

PRESENTATION 65%
Some attractive intro screens soon become irritating as dying forces reloading (unbearable on cassette, marks are for disk version).

GRAPHICS 87%
Big, bold, colourful, and very imaginative. The wasp is particularly nice.

SOUND 80%
Some nice loading music and in-game tunes.

HOOKABILITY 42%
The first game is one of the hardest and least enjoyable.

Toughness makes for a formidable challenge, but weak gameplay makes persistence unlikely.

OVERALL 52%
A bold conversion, which fails mainly due to weaknesses in the original's gameplay. (Deduct 20% for cassette version.)

amiga

PRESENTATION 78%
Quite a readable novella, but elaborate death sequence soon becomes irritating.

GRAPHICS 84%
Definitely weird, and nicely drawn, but variety is lacking.

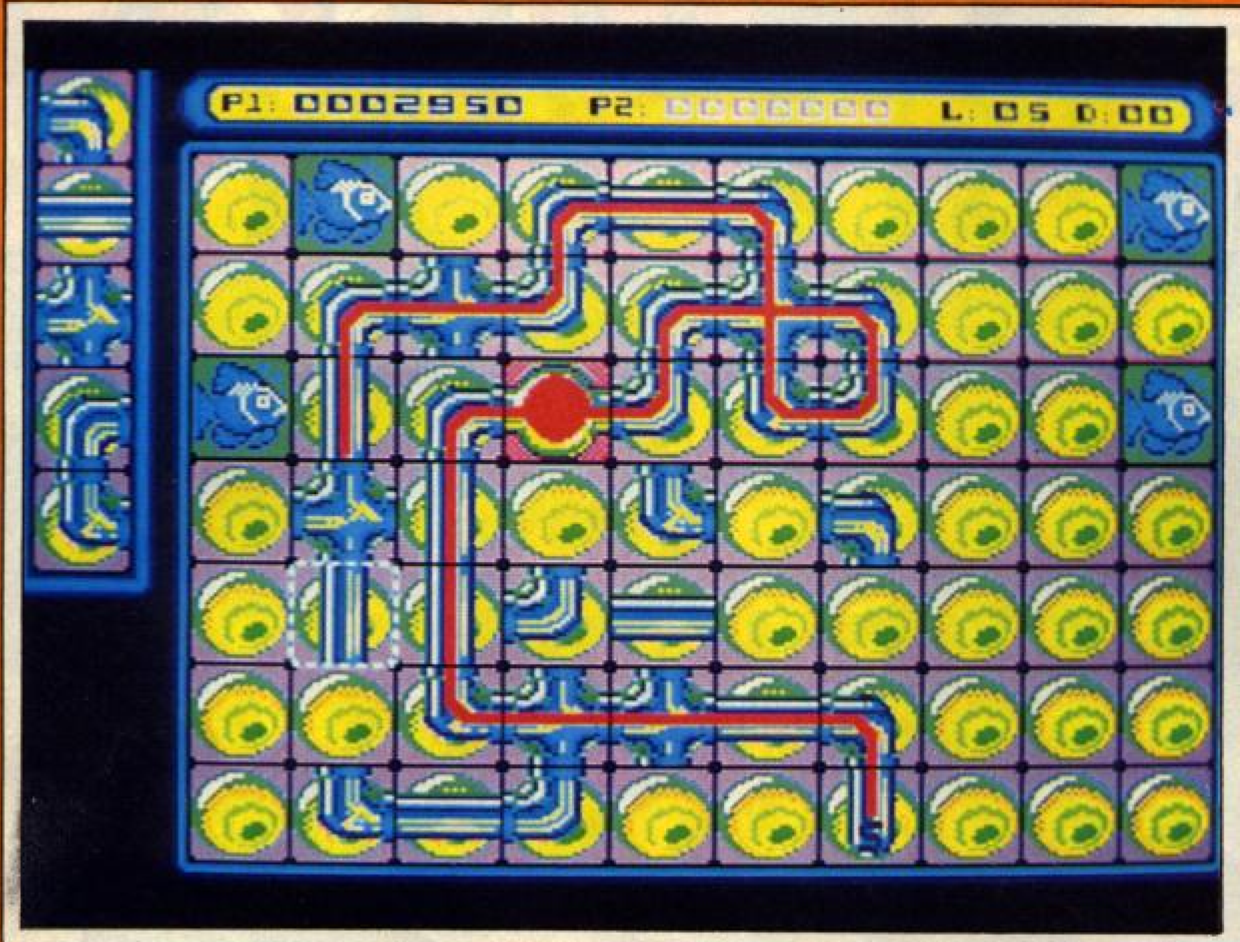
SOUND 72%
Some good tunes and FX.

HOOKABILITY 57%
Initially confusing and high difficulty makes compulsive addiction unlikely.

LASTABILITY 63%
Limited gameplay is hardly compensated for by irritating toughness.

OVERALL 60%
An ambitious idea which lacks sufficient thought over gameplay.


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This is the best puzzle game since the classic *Tetris*. The concept is simple, but fiendishly difficult to master as you construct a huge spaghetti junction of pipes, frantically trying to outrun the dreaded gunge! The graphics aren't that impressive but they're clear and serve their purpose well; as does the gradually accelerating 'one note jam' sound on the Amiga, while C64 sound is limited to tunelets and sparse but informative FX. Unlike many other puzzle games, *Pipemania* isn't limited to the same style of screen: for getting onto higher levels you are rewarded with not just different graphics but lots of extra features. The excellent expert and two-player modes are the icing on the cake. Brilliant.



Pipemania

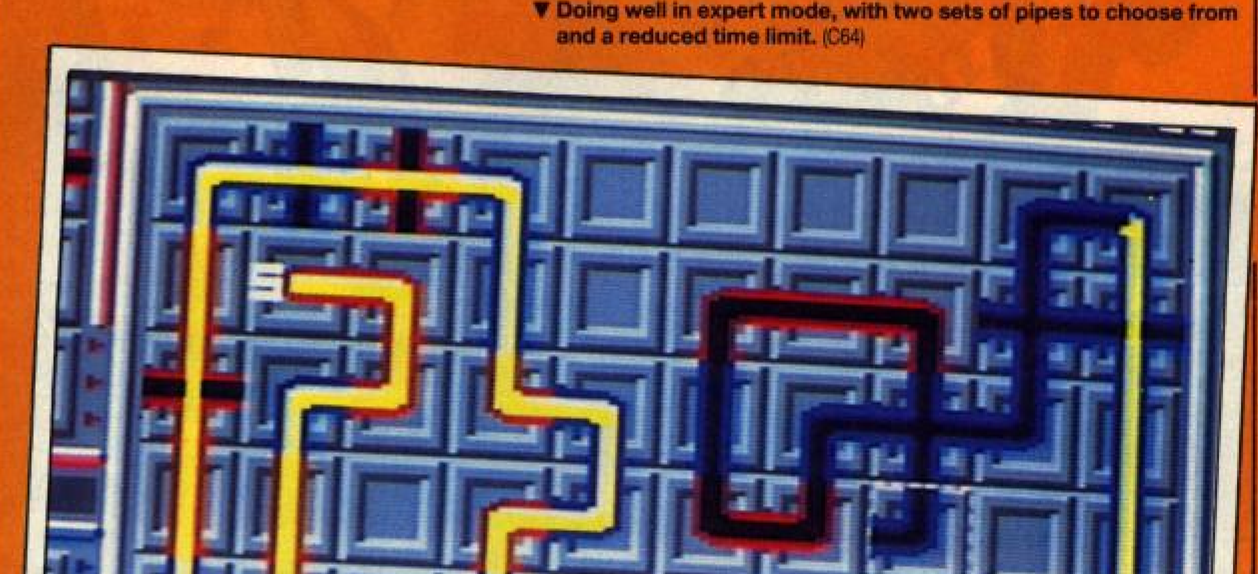
Empire, C64 £9.99 cassette, £14.99 disk; Amiga £24.99

●Plumbing the depths of deviousness to drive you round the bend!

Aren't pipes wonderful things? You can smoke them, play them to make beautiful music, and pump water, gas, and sewage down them (although these activities are not recommended with the same pipe!).

In *Pipemania* however, you must simply join them together. Straight bits, bendy bits, crossovers, ones which only flow one way: they all must be assembled into as long a pipeline as possi-

▼ Doing well in expert mode, with two sets of pipes to choose from and a reduced time limit. (C64)



ble for the yellow gunge which emanates from the 'start' pipe to flow through.

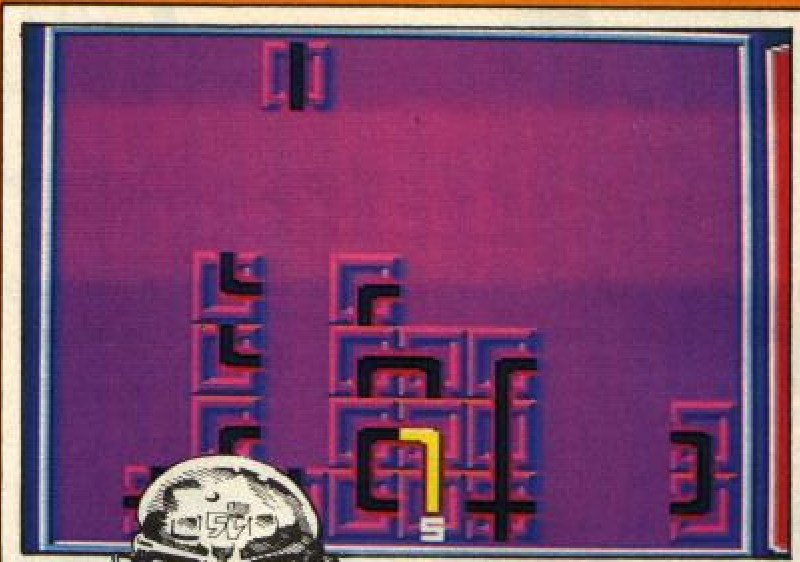
Sounds easy enough. The trouble is, your pipeline must stay within the confines of the screen. And you don't even get to choose which pipe section to use next. A supply of random sections scrolls down in a window to the left of the play area: you must use the one at the bottom in order to access the next. If you've placed a piece in the wrong place, you can 'bomb' it by laying a new section on top – though this incurs a 50-point penalty.

Obviously, you need a few seconds to prepare any pipe at all, so at the start of each round there's a short time allowed before the gunge emerges. When you've laid a very long pipeline you can even make the gunge flow faster for double points. The round ends when the gunge reaches the end of the pipe. To get to the next round you must make the gunge flow through the required number of pipe sections. Don't go laying pipe recklessly though; 100 points are deducted for each unused section laid.

In some rounds there are also deadly obstacles such as fish (?!) to avoid, plus bonus pieces (for extra points if the gunge flows through them) and reservoirs which take a while to fill, giving you extra time. There may also be gaps in the playing area wall – when gunge flows through one, it reappears from the opposite side of the screen (providing you've got a pipe there!).

Every four rounds you're given a password (to return you to this point if you die) and you get a go at the bonus level. Here, pieces appear in turn at the top of the screen – press fire to make them drop, hopefully creating a long pipeline from the start-piece at the bottom of the screen.

For novices there's an easy Trainer mode, while professional plumbers can play on Expert level where there are two (differently coloured) section supplies to choose pieces from. There's also a Competitive two-plumber mode in which both players plumb simultaneously, each having his own separate section dispenser and score.

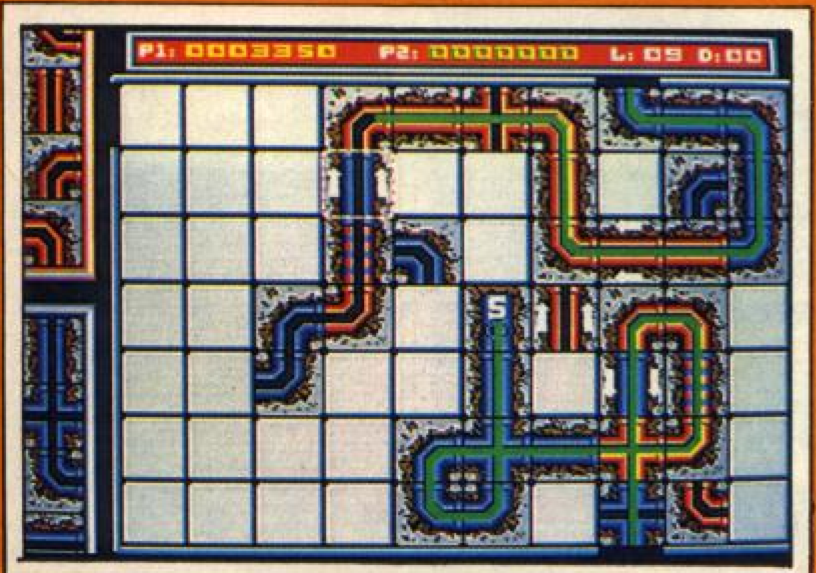


▲ Hurrah! The bonus level where pipes are dropped from the top. Cam isn't doing well at this one! (C64)





I've had so much fun playing *Pipemania*. The perplexing, pipe-placing action is so incredibly addictive, and even when you lose it's not that frustrating – the action is so panic-inducing you usually end up laughing at all the stupid mistakes you've made under pressure. Two-player games are even more fun, and although competitive you really need some degree of cooperation to stand a chance – Phil and The Scorelord kept bombing each other's pieces and ended up with woefully low scores! The excellent bonus levels add extra variety, while the password system allows you to get further through the levels with each attempt. With its fast arcade action *Pipemania* is more than just another puzzle game and will appeal to all gamesplayers.



Pipemania is one of those games you really have to play to believe how addictive it is. A mere one life to complete four levels of the game before getting that all-important password is just so sadistic – we really must have a challenge on this game soon. The number of times I've nearly blown a circuit when I've died on the fourth in a series of levels is beyond counting. If I knew where programmers, Assembly Line, were based I'd reduce them to hamburger in seconds! But you just keep coming back, because it's so enjoyable to play. Unlike most puzzle games the emphasis is on arcade reflexes as much as thinking, as each new piece comes up the rush to place it somewhere is frantic. And when you've got two people playing . . . well, Phil (the thieving, selfish protoplasmic slime) is still talking in a whisper after I very nearly throttled him for ruining one of my lines. 'Co-operation' he kept on saying, before replacing my pieces so he could get the most points!

As for differences between the two versions, the Amiga has a much greater variety of graphics, not that they're particularly stunning or useful considering the price. The C64 makes do with some tastefully restrained graphics which do without any multiload irritations. In short, this is an utterly fiendish game that no Commodore owner should be without. Forget shoot-'em-ups and beat-'em-ups: this game is going into the arcades, and once you play it you'll know why. Buy it now!

64

PRESENTATION 93%
Lots of options including useful password system and brilliant simultaneous two-player mode.

GRAPHICS 78%
Well designed for maximum clarity. A bit lacking in variety, though.

SOUND 69%
Nice assortment of spot FX and tunelets.

HOOKABILITY 97%
Let me have another go!

LASTABILITY 91%
Excellent two-player mode will keep interest high (as well as causing loads of arguments!).

OVERALL 94%
An amazingly addictive puzzle game.

amiga

PRESENTATION 90%
Same as C64.

GRAPHICS 78%
Functionally clear with more variety than C64.

SOUND 60%
Panic-inducing 'one note jam' sound, adequate FX.

HOOKABILITY 97%
Er, . . . it's a bit addictive!

LASTABILITY 91%
The emphasis is on fun rather than frustration, so the appeal is long lasting.

OVERALL 94%
If plumbing's this much fun, we can't wait for the next burst pipe!

ZZAP! TEST

64 A

Dr. Doom's Revenge

Empire, C64 £9.99 cassette, £14.99 disk; Amiga £24.99

The armour-clad Dr Doom is an East European dictator with a fist of iron, literally. The metal monarch of Latveria has swiped a US nuclear missile, and is threatening to blow up New York unless the USA surrenders and becomes a colony of Latveria! Naturally the President and his men object to this proposal, and call on those two patriotic superheroes, Spider-Man and Captain America, to help.

The two heroes must enter Doom's castle complex and stop the missile launch. Not that difficult a task it seems, but in addition to numerous robots, Doom has enlisted the help of a large array of supervillains including Batroc, Boomerang, Oddball, Electro, and the thick-skinned Rhino, each having different superpowers/weapons.

Of course, apart from punching and kicking, the amazing Spidey can cast webs (although he has a limited supply) while Cap can throw his indestructible shield. Having split up, the characters take it in turn to beat up an opponent and, sometimes, dodge a trap such as fireballs or a hole in the floor! Spidey and Cap each have an energy bar which must last the entire game – when either hero's energy reaches zero, the other is also strangely defeated, and New York is nuked!

Purchasers of the game get a free collector's comic (the first part of the 'Dr Doom's Revenge' story), although C64 cassette owners must send away for theirs (it's too big to fit in the smaller box).



Whatever has happened to my favourite comic heroes? Both Spidey and Cap have developed severe limps and, on the Amiga, move incredibly slowly – perhaps they've lost all their superpowers. In fact, I must wonder if this was programmed by a devious supervillain, as it's enough to make any Marvel devotee cringe with embarrassment. Both C64 and Amiga versions feature jerky animation and appalling horizontal scrolling plus some very heavy disk accessing (or a super-slow tape multiload too awful for words). And as in many other poor beat-'em-ups you can succeed by repeating the same moves over and over again as the supervillains aren't exactly super-intelligent! The only consolation is the free comic, but that hardly makes up for the coma-inducing game.



Superheroes would seem perfect material for computer games, but with the exception of *Batman* most have been dire, and Captain America has now starred in two of the worst. His latest is basically a beat-'em-up with a few subgames and comic strip screens dividing up the sections. These add-on bits may seem interesting, but turn out to be not worth the loading time, not even on the Amiga. That leaves the beat-'em-up sections which have good potential due to all the different supervillains, but are crippled by unbelievably slow response to the joystick. The C64 game makes the best use of the host computer, but loading times are bad. The tape version is a nightmare with loads for each section, plus the comic screens in between. Dying once results in rewinding to the start of a massive tape.

▼ A close shave for Spidey with supervillain Machete (Amiga)



▼ Some superhero – Captain America gets beaten up by Metal Mickey! (64)



64

PRESENTATION 60%
Excellent manual with superhero/villain biographies, free comic offer, but horrendous tape multiload.

GRAPHICS 68%
Detailed backgrounds, attractive sprites, but poor animation.

SOUND 40%
Sparse FX.

HOOKABILITY 42%
The beat-'em-up action is over-simple with too few moves available to the heroes.

LASTABILITY 52%
A fair-sized challenge, although the villains are too easy to beat.

OVERALL 48%
A big disappointment for Marvel fans.

amiga

PRESENTATION 52%
Lots of slow disk accessing, but the free comic and good manual are some consolation.

GRAPHICS 40%
Mediocre characters and backgrounds, jerky scrolling, and poor animation.

SOUND 30%
Sparse spot FX.

HOOKABILITY 24%
Horrendously sluggish response ruins unoriginal gameplay.

LASTABILITY 32%
Tougher than the 64, but less enjoyable.

OVERALL 26%
Superheroes turned into geriatrics!

Form 2-19
Rorschach
Scientific Stationary

RESEARCH PROJECT: Binary code addiction as a means of controlling the world.
HEAD SCIENTIST: Prof NORMAN NUTZ Phd, Bsc, KP.
RESEARCH EQUIPMENT: C64, Amiga A500, Cray-2.

LAB ASSISTANT: The Geek

Now I don't wish to get you all too excited but I actually got a letter. It's from Miss Y M Cooperand she mentions something about doing a Best Adventure Games of the Eighties, like what the arcade guys did. Oh all right... as if I hadn't got enough to do.

ADVENTURE TOP FIVE

Amiga
1) Drakkhen (Infogrames)
2) Journey (Infocom)
3) Indiana Jones & The Last Crusade (Lucasfilm/US Gold)
4) Future Wars (Delphine Software/Palace)
5) Space Quest II (Sierra-On-Line/Activision)

Commodore 64 (cassette)
1) The Hobbit (Melbourne House)
2) Mordon's Quest (Melbourne House)
3) Heroes Of Karn (Melbourne House)
4) Dracula (CRL)
5) Tower Of Despair (Games Workshop)

Commodore 64 (Disk only)
1) Zork III (Infocom)
2) Starcross (Infocom)
3) Guild Of Thieves (Rainbird)
4) Dragon Wars (Interplay)
5) The Hobbit (Melbourne House)

LAB *Report*

THE HOUND OF SHADOW

Electronic Arts, Amiga £24.99



Inspired by the works of HP Lovecraft – a reclusive, eccentric author whose contribution to macabre fiction includes 'The Shuttered Room' and 'The Call Of Cthulhu' – *The Hound Of Shadow* (*THOS*) isn't, as you might think, about Hank Marvin's mutt but revolves around the occult and demonic doings of 1920 England.

It transpires that a devil doggy is about to leap into our dimension and hound humans to death. It's up to you to doggedly mar the mutt's malevolent mischief and send it back to the hairy hell from whence it came (Barkshire?).

Before you undertake (probably not a good word to use in the circumstances) this terrifying task you may either create a character of your own to play with, or use one of three supplied with the game. Character creating is a complex job but basically you choose your sex, name, age, title, nationality (American or British), profession (such as aristocrat, scholar, or private eye), and skills (physical, social, academic, creative, logical, spiritual, and investigative). Once you've provided your character with the basics, they (hopefully) hone their particular skills as play progresses.

The game begins with you in your flat awaiting a visit by your best friend – this character is the same sex as you and, if interacted with correctly, can be a great help to you. When he/she arrives you both hop into a cab to attend a seance. It is at this seance that you receive an inkling of the presence of the hound and get dragged into doing something about it.

As you strive to discover more about the odd happenings at the seance, the freedom you're given to wander around London is great. You can take the tube or even catch a bus to places all around The Big Smoke. Walking the streets is limited however, as you're required to name (and go to) your destination after only a few moves. This is for your benefit as *THOS* is played in real time and you've not got forever to complete it – in fact the system used to create *THOS* is called Timeline and more games of this type are planned for release.

You interact with *THOS* using typed input and, although the parser leaves a lot to be desired, most commands are catered for. Text is used very well to create a believable atmosphere and is enhanced by nicely-drawn graphics.

At the start of *THOS* you're guided a bit too much by the game and have no real freedom to do as you like, but as the plot thickens so your freedom to explore grows. Having the ability to create and play with as many characters as you like (only one at a time though) means that even once you've completed the game you can play again using another character and their different adventuring skills.

ATMOSPHERE	81%
PUZZLE FACTOR	84%
INTERACTION	72%
LASTABILITY	87%
OVERALL	82%

CHAMPIONS OF KRYNN

SSI/US Gold, C64 (disk only) £29.99

Krynn has had a rough time of late, what with the Queen of Darkness trying to overthrow the land, and Raistlin Majere – a one-time friendly mage – almost destroying the kingdom when attempting to become a super god. Fortunately, the last few years have been relatively quiet: armies have been disbanded and it is only knights who, from their strategic outposts, remain permanently vigilant against evil doings.

However, rumours of Draconian devilry are spreading (again) and as Krynn's armies are no more it's up to ordinary folk to patrol Krynn and report their findings. Unfortunately, as the plot thickens the evil grows and eventually only you and your party are all that stand in the way of evil tyranny.

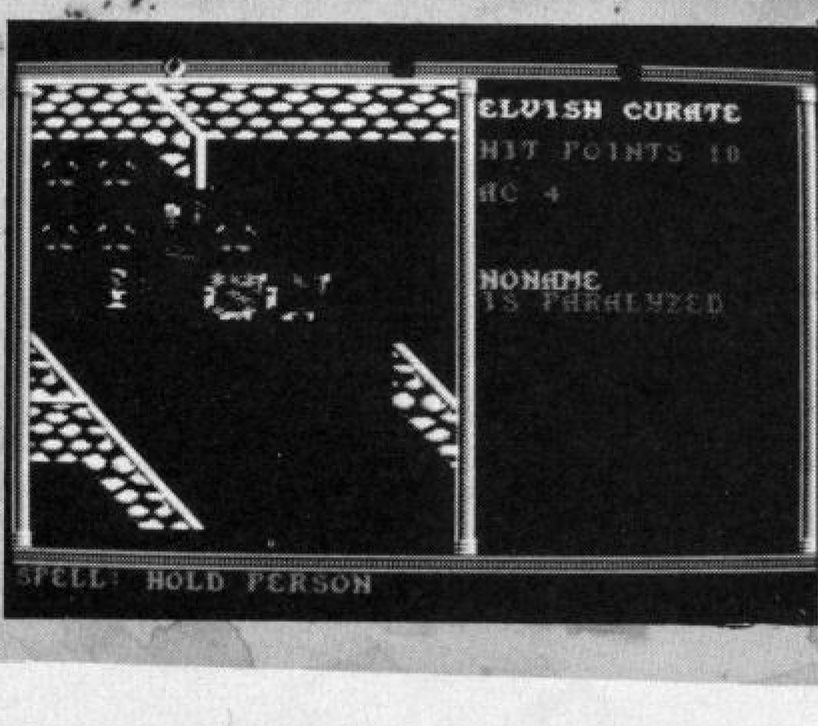
A party of characters is formed at the start of the game (or should you be in a hurry, you can use the one SSI prepared earlier). Attributes include Class, Gender, Hit Points, Armour Class, and so on. A graphic depiction of each member of your party may be subtly changed (colour of armour, weapons, and hair, for example) so you may distinguish between characters when in animated combat mode.

Controlled is with keys and joystick, via options displayed at the bottom of the screen. Each scenario is depicted in a different fashion, but all feature very nice pictures (except for your being shown as a square dot when travelling over land). The number of options available to you are many and diverse (especially in combat, although you can let your computer take over for you here).

The first thing I noticed about *Champions Of Krynn* was the awful title music, thankfully the stab of a key gets rid of it. Gameplay is very similar to *Curse Of The Azure Bonds* (another Dragonlance RPG) but this is no bad thing, although play can get a bit annoying from time to time: ONE (I emphasise one as I could only see a single enemy in the graphic window) guy wouldn't let me into the town of Throtl, so I decided to attack and teach him a lesson. However, when the combat screen appeared I found there were actually about 20 hobgoblins facing my party of four – it was trouser-changing time. Luckily, one can run away when faced with such an impossible situation.

Apart from the fact that only one saved-game position is allowed per character disk, *Champions Of Krynn* is an excellent RPG featuring magic, puzzles, depth, an intricate combat system, depth and a very large play area. It seems better than all previous Dragonlance releases, but then maybe I'm just getting used to them. Whatever the reason, I think *Champions Of Krynn* is a must for your collection.

ATMOSPHERE	**81%**
PUZZLE FACTOR	**86%**
INTERACTION	**88%**
LASTABILITY	**87%**
OVERALL	**87%**



DEMON'S TOMB: THE AWAKENING

Virgin/Melbourne House, Amiga £19.99

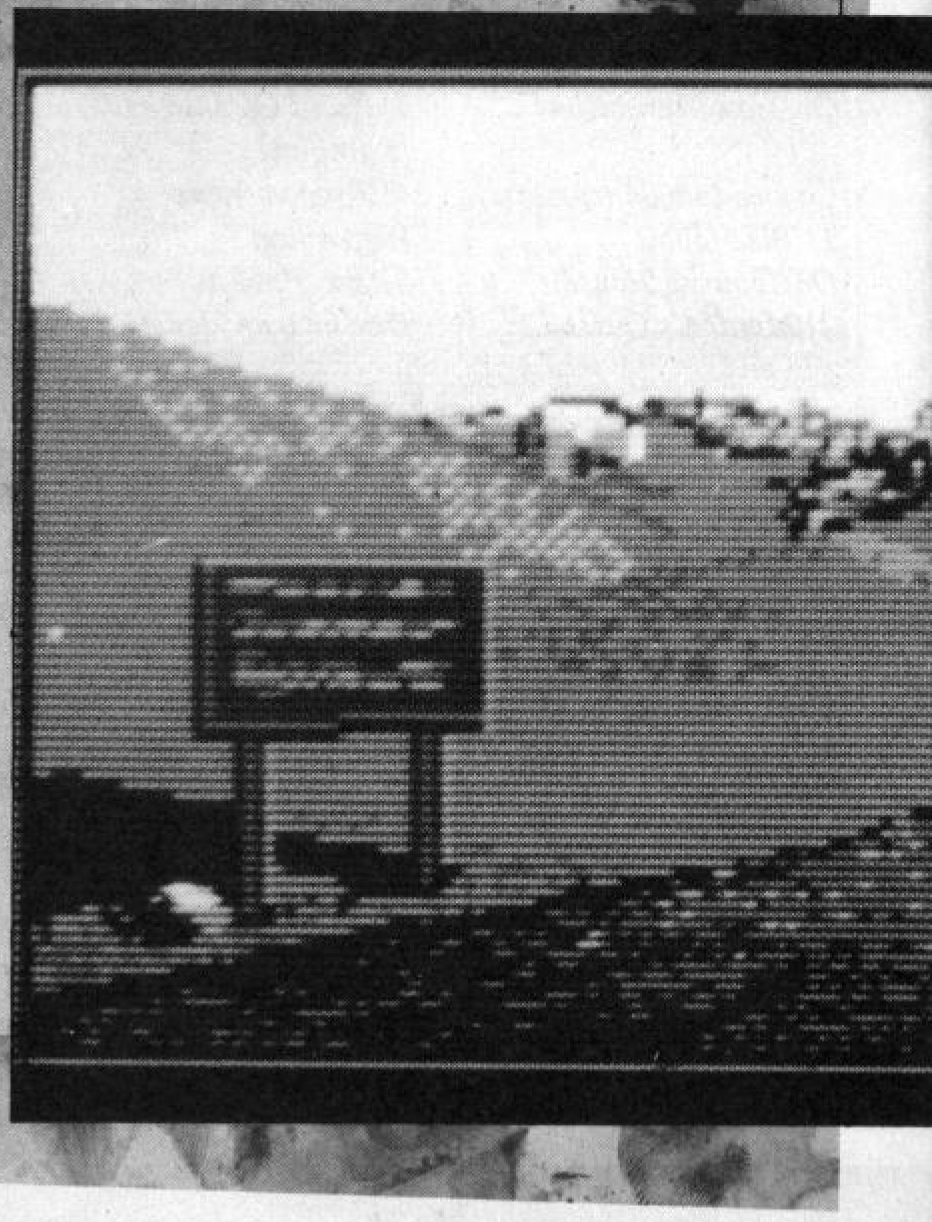
What do you call a moor that isn't? No, not a less but an exmoor. And it's here, in deepest, darkest Devon (and Somerset) that an ancient horror stirs. The very fabric of time and space is at risk as forces of good and evil prepare to battle. And guess who's in the thick of it (but thankfully you've got your trusty dog Sam with you . . . just in case things get woof).

While working in an archaic tomb your father, an expert Egyptologist (what's he doing diggin' in Devon then?), dies a sudden and horrible death. His disappearance naturally causes concern and you set out to discover what's become of him.

However, plunging you straight in at the deep end, *Demon's Tomb* begins with you actually playing your father as he explores the tomb. Accidentally – or so he thinks! – his lamp tips over and ignites the dry leaves that lie on the floor of the tomb . . . just as the door slams shut. He suddenly has very little time in which to store his records in a place safe from the now-raging fire, especially if future explorers are to learn from his findings. There is no way to save your father though, he's doomed to die.

If he doesn't manage to save everything from the flames before they engulf him, completion of *Demon's Tomb* is impossible. Fortunately, you're given the chance to play the prologue again before entering the adventure proper.

In the main game you play Richard as he strives to discover what's happened to his dad. Mapping is fairly logical and *Demon's Tomb* lets you wander around without actually having



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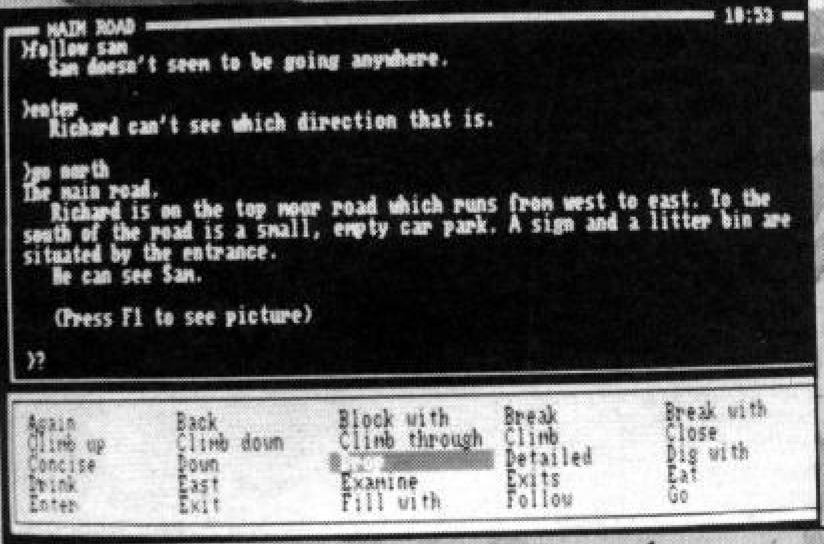
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to do anything to begin with. However, as you stroll, the clock ticks on. And as there's a time limit to this adventure, it's best to get down to business quickly.

A good atmosphere is created using adequate text descriptions and attractive graphics. Humour nestles nicely in the prose; unlike many adventures it doesn't thrust itself at you but gently touches your arm, leans forward, and whispers jokes in your ear – some of which nearly made me laugh. Try typing in Score . . . then hang on to your insides.

As well as having a [illegible] Examine routine (although you have to be carrying items before you can examine them), *Demon's Tomb* also includes a Think About feature which allows you to er . . . well, think about items and people you've seen or met in the game. This nice little feature provides more clues about your surroundings and experiences.

Although most problems and solutions are fairly sensible, some [illegible] only illogical but dow[illegible] Not being able to [illegible] wooden pole across boggy [illegible] (its weight drags you down) while your dog *can* I found very strange. And, whilst amid the oak wood, dropping an object then picking it up results in you being transported to a different location. Very odd, particularly as there's no indication of it being a magic wood.

The ability to customise the screen (40/60/80 column, two columns of text, and Text or Menu option) is great and *Demon's Tomb* features many more really useful options: user definable abbreviations (such as defining X for Examine), undo last move, previous line recall and edit, and ramsave/load. The Text or Menu option is most useful; playing in menu mode (pick'n'click, basically) provides clues to playing 'cause all examinable and Think About objects are listed, plus all verbs and adjectives available.

The packaging claims that *Demon's Tomb* features 'Some of the toughest problems you'll ever tackle'. For me this wasn't true, as I'm sure it won't be for any seasoned adventurer (if I were any more seasoned I'd be a Madras). Nonetheless, the game *is* good. I found it a little easy to make progress but thoroughly enjoyed my romp through Devon . . . well who wouldn't?

ATMOSPHERE	**78%**
PUZZLE FACTOR	**64%**
INTERACTION	**80%**
LASTABILITY	**59%**
OVERALL	**75%**

DAY OF THE VIPER

Accolade, Amiga £19.95

The amount of times the human race builds a mega machine only for it to go berserk and become a threat to its creators you'd think we would have learned our lesson by now. But, oh no, here we go again . . .

GAR was built to carry out all those tedious deep-space tasks that Man couldn't be bothered with: mining, piloting cargo ships, and so on. A cross between human and machine, GAR's brilliant bio-technoid mind eventually blew a fuse (probably through boredom) and it's currently busy creating mega-weapons so it can destroy all biological life (it even surrounds itself with a protective force: a GAR-field). GAR is planning his extinction of human life from the relative safety of cold, lifeless planets at the edge of our galaxy.

While cruising through deep space in your attack frigate a distress signal interrupts your ponderings. Earth's defence base has been attacked and GAR is suspect number one. An all-out strike is considered futile (wouldn't ya know it?) and it's decided that one ship – yours – may just be able to enter GAR's defences undetected. It's times like this you wish you'd left your communications switched off.

You're told that back-up disks of Earth's defence system are stored at the besieged base and, as your ship comes equipped with a Viper Droid (a remote-controlled attack unit), you're volunteered to go and sort the situation out. The idea is for your Viper to beam down to the base and, controlled by you from the safety of your ship, find the disks and reboot the defence system. Unfortunately your Viper sustains damage during transportation, making your task all the more difficult.

The screen very neatly displays your view of the base (as seen through Viper's unfeeling eyes) plus its various systems. These

WINDWALKER

Origin, C64 (disk only) £19.99; Amiga £29.99

Way back in ZZAP! 31 a rather enigmatic character called Nik Wild (Superman fan and Blue Peter Gold badge winner), reviewed *Moebius*, the prequel to *Windwalker*. It received a cool reception and was awarded a mere 48%. Two years on, have Origin improved this sequel enough for it to smash through the 50% barrier

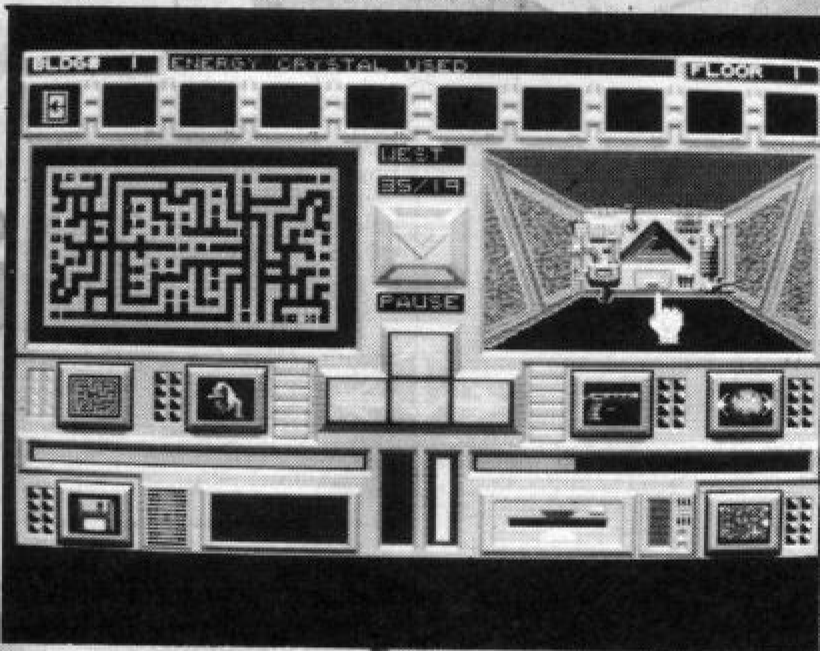
The Emperor of Khantun, Chao Ti, has been imprisoned by the evil Warlord, Zhurong and his Alchemist sidekick, Shen Jang. These two tyrants are ruling the once-prosperous Khantun in true, er.. tyrannical style. You know the sort of thing, sending menfolk to work in the jade mines, making sex-slaves of women, killing all who dare defy their rule, bringing forth evil demons to ravage the land, and suchlike.

Moebius, the all-seeing, all-powerful one, has decided that Shen and Zhurong must be stopped and the rightful Emperor put back on the throne. 'Only right and proper', I hear you say. But does Moby tackle the situation himself? Does he use his incredible powers to put right wrongs? No! He gets some untrained, inexperienced disciple to do his dirty work for him . . . which is where you come in.

Before you set out on the long and arduous road toward freeing the Emperor and gaining a bit of enlightenment along the way it's a good idea to indulge in a spot of combat training. Becoming proficient in both armed and unarmed combat against a variety of foes not only prepares you for future fights but also rewards you with greater attributes (karma, honour, body, and spirit) for when your journey begins.

Once in the adventure proper you control a head icon of yourself as it jerks through interesting landscapes and dull indoor locations. All characters are depicted in a similarly heady way, except when at sea where a boat icon takes over.

While wandering, you talk to



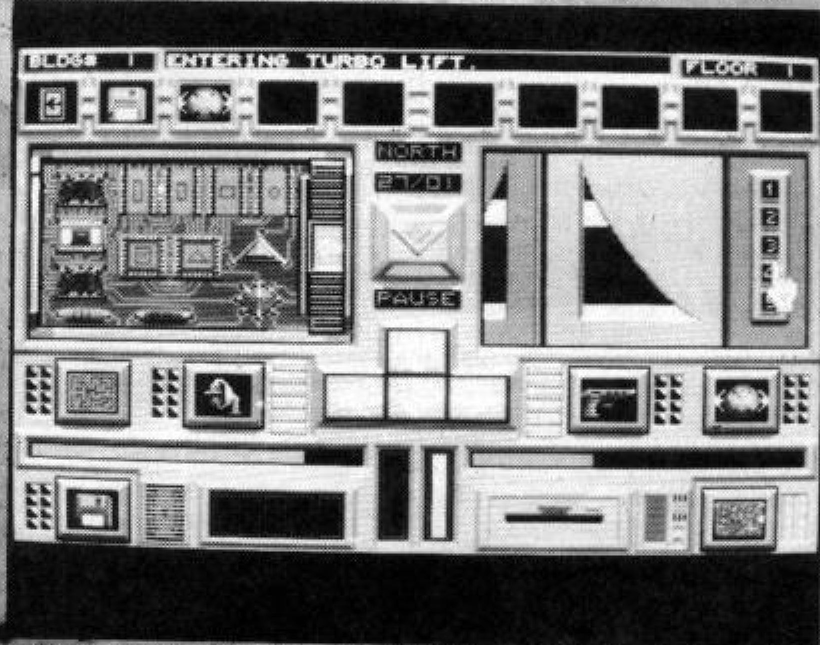
include a scanner, direction indicator, computerised jotter for making notes on your surroundings, laser, shields, and inventory. All of which are accessed using the old point 'n' click routine.

You have five buildings consisting of five floors featuring up to fifty rooms each to search for the five disks. Number five is definitely alive in this game!

Not only do you have to find the disks but also keep your droid in good repair and maintain energy levels (made all the more difficult by the base's defence systems and GAR's security mechanoids). All functions – such as scanning, using shields, and firing weapons – uses energy but, fortunately, energy-giving crystals are to be found in the corridors. Also to be found 'lying around' are colour-coded pass keys for access to equivalently colour-coded rooms, and various spare parts for maintaining Viper.

All in all, *Day Of The Viper* seems quite state-of-the-art. However, early in 1988 a game called *Slaygon* was released for another 16-bit machine beginning with an A. Reviewed in our sister mag, *The Games Machine*, it was reported to have been created with a utility called GFA Basic. The authors of *Slaygon*, John Conely and James Oxley, are credited for *Day Of The Viper* and, if memory serves (and looking at the screen shots of *Slaygon*), this is an incredibly similar game. Charging £19.95 for a game that's two years old (and doesn't seem to have been updated) is a bit suspect. Nonetheless, *Day Of The Viper* is very enjoyable to play, it looks good, works well, and provides the urge to turn just one more corner and blast another enemy mechanoid.

ATMOSPHERE	**81%**
PUZZLE FACTOR	**65%**
INTERACTION	**77%**
LASTABILITY	**83%**
OVERALL	**79%**



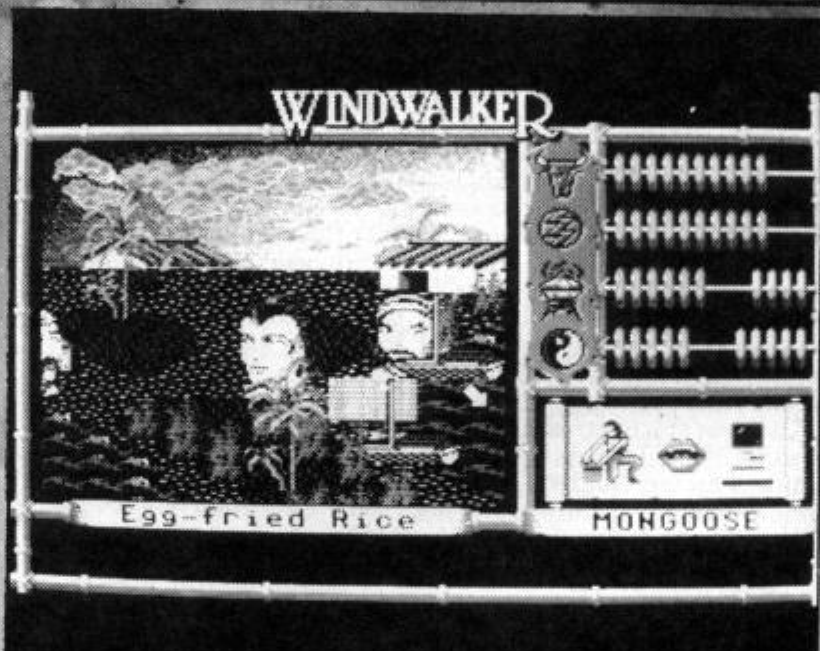
other characters, fight a variety of adversaries, pray for help and find objects such as money, health elixirs, and scrolls to help you on your way. The idea is that you remain a good disciple and not indulge in dishonourable deeds such as stealing or running away from fair fights.

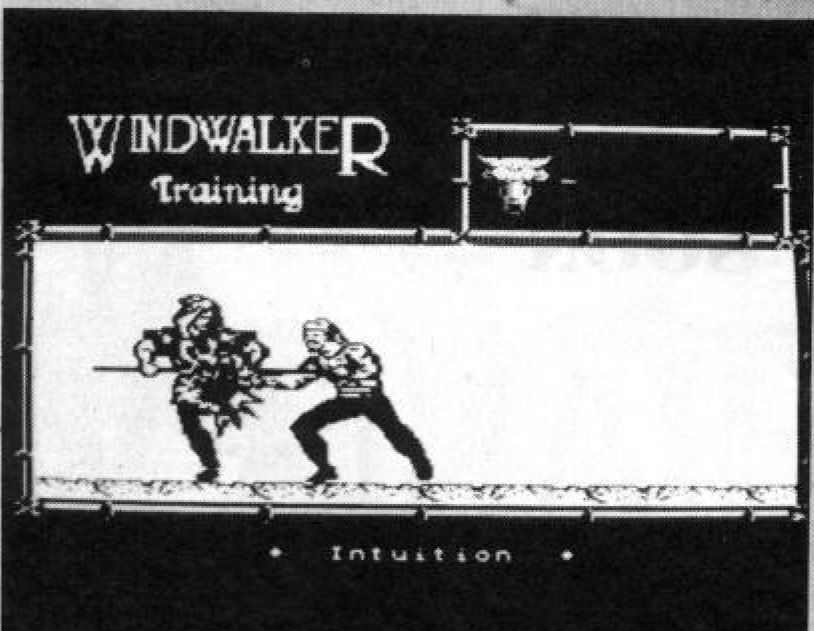
Controlling your head as it jerks around the play area is particularly boring – especially when indoors – and communicating with other characters takes an age. Combat is more interesting but animation remains jerky and limited fight-moves soon induce yawns.

The research into oriental medicine, alchemy, archaeology mythology, and so on has obviously been extensive, but it's rendered uninteresting due to simplified gameplay.

Windwalker suffers the same fate as its predecessor, *Moebius* in that it features some potentially good ideas but remains flawed. It's just too slow and unrewarding to warrant perseverance.

Differences between Amiga and C64 versions are minimal, restricted to the quality of sound and graphics (generally disappointing for the Amiga) and the ability to use a mouse with the 16-bit rendition.





ATMOSPHERE	**48%**
PUZZLE FACTOR	**42%**
INTERACTION	**12%**
LASTABILITY	**24%**
OVERALL	**39%**

SCIENTIFIC SUGGESTIONS

Hobble gobble. Geek here, just to say I haven't gone for good – it's just that Norm nicked all my space for extra reviews. I'll see you all next month with lots of tips and Clever Contacts. Before I go, Warren Lee Melia asked me to amend his list of solved adventures . . .

Shadows of Mordor, Guild of Thieves, Jinxter, Enchanter, Sorceror.
Warren Lee Melia, 1 Thornhill Avenue, Rishton, Blackburn, Lancs, BB1 4EZ.

KNIGHTS OF LEGEND

Origin/Mindscape, C64 (disk only) £19.99

The kingdom of Ashtalarea is one shrouded in a history of dwarves, orcs, elves, magic and mystery. A kingdom of adventurers, by adventurers, for adventurers. If you're not the type to settle down and earn a decent living, trading or farming, then Ashtalarea is for you: Inhabitants offer rewards for quests successfully undertaken, priests offer their healing powers for wounded heroes, and weapon masters offer training in the art of surviving. If not for all the enemies wandering around, Ashtalarea would be a great (and safe) place in which to make a fortune as an adventurer.

As with most RPGs your first task is to create characters with which to explore Ashtalarea. You can create as many as you like but only play with a maximum of six (it's advisable to do this to give a better chance of surviving). Character generation is extensive and time consuming but interesting. It features gender, class, and all other options usual with this style of game – you can even edit graphic depictions of your heroes.

Play begins at a tavern in the town of Brettle. It is only at hostelries such as this that you may save your game position (achieved by staying the night). Most Inns charge for B & B so you need gold to save a game. However, should you be skint, you may risk your inventory (and worse) by staying in a free but sleazy hostelry.

In towns you discover all manner of retail outlets (weapon smith, armourer, and shops) from where the wealthy adventurer may purchase most items required for a successful quest. As you wander around town you and your party are depicted as a spinning helmet.

Once you've seen enough of town life (and armed yourself as best you can – weapons can be very expensive) it's time to venture into the wilderness in search of a quest or two.

There appears to be no real goal in *Knights Of Legend*, apart from becoming a successful adventurer and earning lots of gold (enough of a goal for anybody, I suppose).

The game is played using keys only, or keys and joystick, to choose actions from an icon panel at the bottom of the screen (these change to suit your situation).

Now for the complaints . . . It took six minutes and seven disk swaps to load the game. It then took me five hours to create two characters, walk around Brettle, buy a bit of armour, and return to the Inn to save my game. There was no challenge during this time; only the impulsion to visit every building just in case it contained something of import (which it usually didn't).

Communication with NPCs (Non Player Characters) can get confusing, at one point I asked a guard about a certain person he'd mentioned, from which he took me to be that person and proceeded to give me a task to complete.

I came across a crumbly old castle on the road and it took four disk swaps to get in.

Text was hard to read, even on a 1084 monitor.

There are good bits as well though . . .

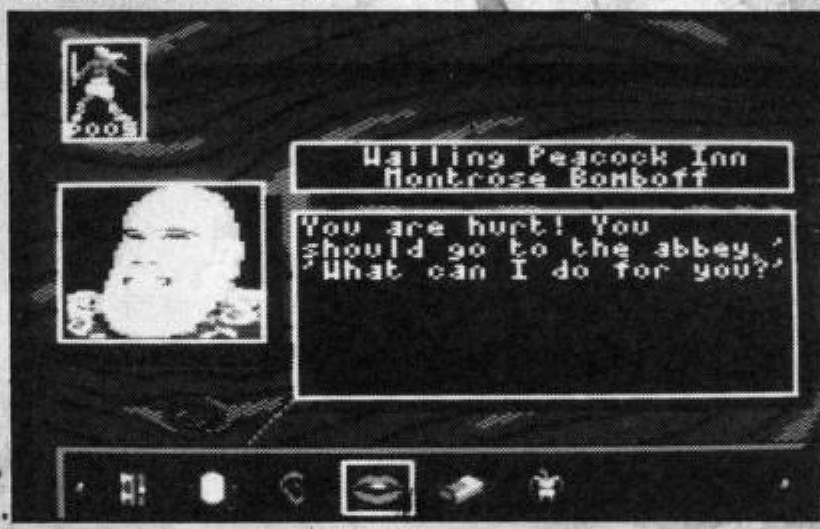
Graphics throughout *Knights Of Legend* are great, whether depicting your success at combat or displaying buildings or characters they're very good. Scrolling is very fast and smooth, and the game has a huge play area.

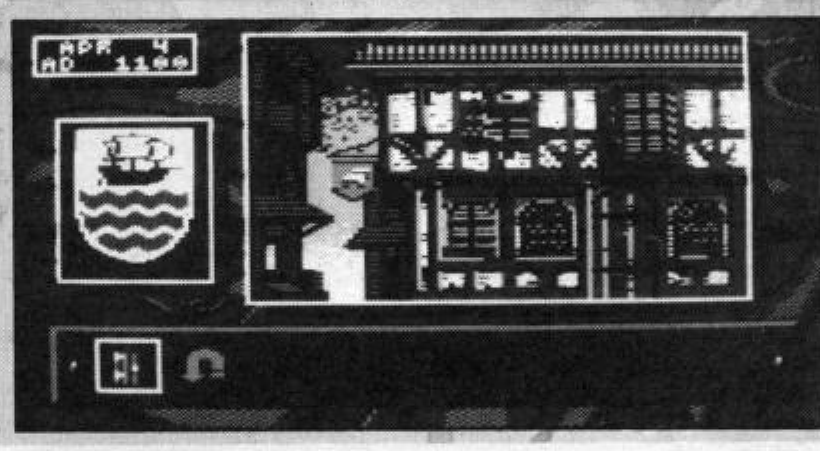
In fact, although when I set out on my initial trek through Ashtalarea I thought I'd die of boredom, the more I progressed the better the game became. Extensive combat commands (such as panic, headbutt, punch, slash, and berserk) make for interesting – even exciting – conflicts. And the teachers of magic, weapon skills, and the odd arena where you can prove your worth and up your grade as an adventurer all add to the depth.

The player's handbook is quite hefty and requires reading thoroughly but the reference card speeds up initial plays. If you have the patience of Job then *Knights Of Legend*'s incredibly slow gameplay system won't bother you too much and you'll be able to enjoy the game for what it is; if you're not patient, forget it! Did I mention that the graphics are really good? (Yes – Ed)

Really-useful information dept: *Knights Of Legend* modules are planned, through which you'll be able to explore four more Kingdoms.

ATMOSPHERE	68%
PUZZLE FACTOR	71%
INTERACTION	76%
LASTABILITY	61%
OVERALL	71%





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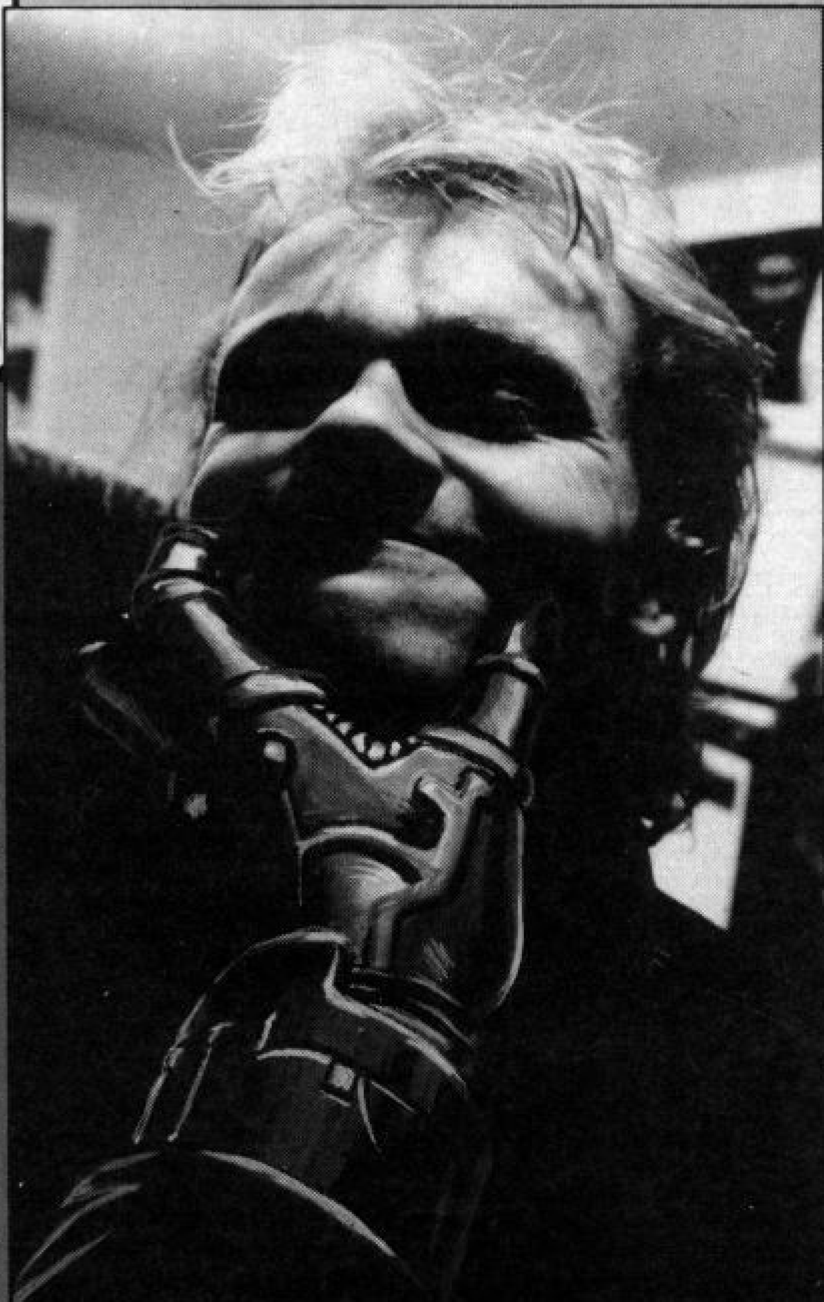
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HOGG IN THE LIMELIGHT

SNARE: The Game

***Snare* just missed out on a Sizzler back in Issue 57, earning a worthy 88%. The puzzle/arcade action involves finding your way through a maze to an interlevel teleport. This apparently simple task is made infinitely more difficult by a combination of lethal walls, holes, and aliens, plus the various coloured floor tiles which affect your ship's speed and its ability to jump or turn. On some of the game's twenty levels, switches must also be activated in order to access other parts of the maze, and on certain levels your ship is unable to stop! Snap 90° turns are disorientating and can easily make you dizzy.**

Confident and begrizzled, the challenger arrives promptly at 9:30am after a marathon train-trip from Liverpool. Bravery indeed, as the country is being battered by heavy storms and a town near Ludlow has all but disappeared under water. Of course, the Hogg man is late, sadly not due to his being swept away by a floodtide, but rather his usual inability to wake up in the mornings.

Once he does crawl into the office he greets the challenger with a grunt, if only to swipe the cartridge pokes Andrew has brought with him. The standard ZZAP! wimp junk food is duly bought from the shop below, and while the two are munching away I subtly introduce the subject of what a 'difficult' game *Snare* is. The still half-asleep and very brain dead Welshman naturally boasts that it's 'easy' and loads the game to show us his brilliance. My plan is working and Andrew pays close attention to all Hoggy's tactics. This is going to be too easy . . .

But once Robin has rapidly lost all his lives, Andrew takes hold of

ZZAP! CHALLENGE

For too long my plotting against the vile ZZAP! crew has been confined to the Scores page. Satisfying as it is to erase their names from the score tables, I crave a more humiliating way of exposing their feebleness. Yes, another ZZAP! challenge is needed. Pressure from my allies writing into the Rrap has finally forced the cowardly team to accept a contest.

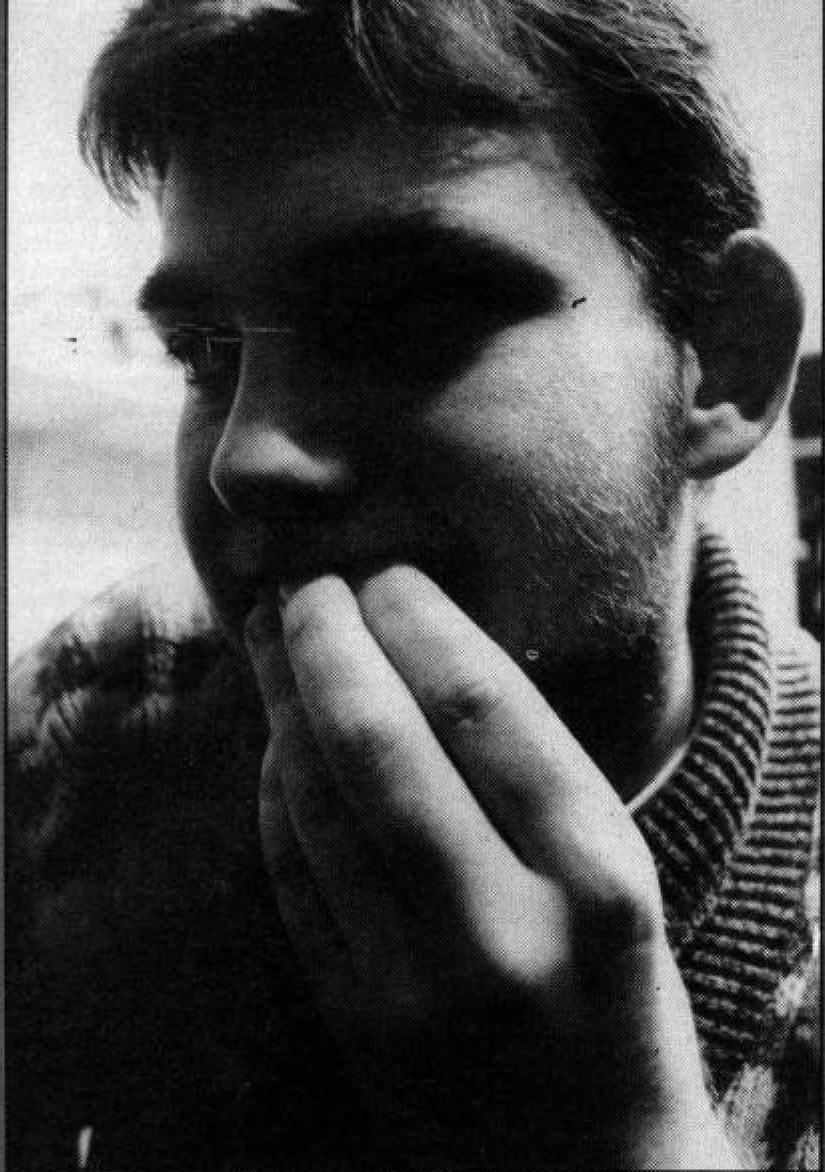
I am determined to be victorious and have picked a brilliant challenger from Liverpool. Andrew Roberts is one of the top tipsters contributing to Pig In A Poke, and a master of games such as *Armalyte*, *Citadel* and *Snare*. He's also contributed articles to ZZAP!, such as technical pieces on C64 reset cartridges and pokes.

Inevitably, ZZAP!'s most foolishly big-headed gamesplayer – Robin 'Fly Me' Hogg – has volunteered to take on my formidable challenger. After long and protracted negotiations, during which Robin keeps mentioning *Dropzone* and *Insects In Space*, it is finally decided the challenge game shall be Thalamus's mindbending *Snare*.

The Welshman hasn't a prayer, and I'm planning some dirty tricks . . .

▼ Cameron tries out his new platform shoes.





▲ A concerned challenger watches the Hogg in action.

the joystick and shows off his own tactics! It takes a strong frothy drink of Vim to stop me from blowing a circuit. The vanity of these joystick-wagglers is truly amazing, such vast egos are incredible to behold. Several hours pass while the two play the game, always putting back the challenge until they've had enough practice. Since the Welshman has all intelligence of a microwaved pea, I feel certain he is getting the most of this sharing of game tactics.

It's after lunch that the challenge finally begins. Heavy play on one of the C64s by the quick tempered Hogg has temporarily reduced the ZZAP! office to a single C128. This means there can be no simultaneous play – a factor I plan to make use of later.

With the bold, if completely untrue boast that he doesn't need a warm-up game Robin goes straight into his first challenge game. He is typically tortoise-slow taking the extremely easy first level – the one where green arrows show the way to the teleports. A concerned-looking editor urges the Welshman to go faster, and at last he seems to wake up, increasing speed on level two. His success soon goes to his head though, and he begins boasting to Andrew that it's too easy. Andrew takes advantage of Robin's chattiness to engage him in conversation about the relative speed of multiloading on the disk and turbo-cassette versions. The Welshman soon begins arguing the toss about whether disk is three times, or merely twice as fast as the speedy cassette . . . and completely misses a jump. 'Smashing,' comments Andrew, 'just keep it up!' And Hoggy promptly loses yet another life. His game is falling apart before my very eyes!

On the next level he pathetically cries, 'I've forgotten something' and has to retrace his steps. On level five he forgets the most basic thing of all – the order in which three coloured switches are thrown to build a bridge to a teleport. Simple enough you may think. Round and round he goes, trying new combinations while Andrew smugly offers to tell him the 'right' combination. Sadly, the Welshman lucks onto the correct order and teleports through. Now he is onto lots of little platforms, making jumps all the time while emitting a strange 'mmming' sound, almost like a squealing pig. Very strange.

As Robin begins to pull himself back together Andrew gives him a very light, congratulatory pat on the back. To which Robin responds with typical charm; 'Oh, what's that black eye you've got?' Andrew laughs at this, and they both agree that Rod Stevens should be 'shot' for the murderous level six. Lives soon begin to be lost at a rapid rate, but in the end it's the ten minute time limit which brings Hoggy's go to an end with 128,520.

Confident challenger Andrew gets off to a flying start, jumping over the first gaps at top speed and blasting the alien with real purpose. 'Into level two in 30 seconds,' my proud challenger boasts, drawing a strange grunt from Robin which can be translated (politely) as 'shut up'. Levels two and three take little longer. Even the Ed grudgingly remarks how fast he's going. Andrew responds by taunting Robin with the fact that he only got to level six, and then loses a life.

'You've sabotaged the joystick!' Andrew accuses the Welshman, only to lose yet another life. I urge him to get back into the game, but then the ZZAP! team's dirty tricks begin. Ex-ZZAP! art person Mel Fisher walks in to make some disruptive comments before wandering away. Another ship nosedives into the void, drawing a cackle from the hideous Hogg. Andrew throws a mock punch and looks back at his screen in time to see a collision with an alien ship. 'I'm ecstatic!' cries Robin, drawing lethal looks from Andrew and myself. Seconds later a wall is clipped and I begin to reconsider my tactics.

No sooner than Andrew finally gets a grip on his game, CRASH's Nick Roberts comes in to look for some Amiga games. Andrew skirts death by millimetres to complete level six with 71,000 points and two minutes left on the clock. Time is tight. Level seven begins with some slick switch activating, but Andrew forgets the brakes and drops down to lose another life. A minute and a half left, and the TGM crowd come in. Warren 'Wazza' Lapworth wants to know 'what fool designed the status panel' as he squints at the confusing numerals. A short debate is started once the game is over as to what, exactly, Andrew's score is. 90,925 is the final decision – a hideously unfair loss for my brave challenger.

Robin: 128,520
Andrew: 90,925

I decide it's time to get serious, and advise Andrew to play the next game so he's still 'in the groove' from his last match. The Welshman foolishly welcomes this and struts over to his desk to read a Heavy Metal magazine, as if the match were already over. Andrew is still grumbling over his loss, blaming the joystick as he effortlessly runs through the first levels. Robin looks up from his magazine to condescendingly congratulate Andrew on a 'good shot'. Andrew scowls and says he'd have won the first game if it wasn't for Robin's sneaky tactics – 'bribing people to come into the office and distract him'. Undoubtedly true, but arguing leads Andrew into a sickening error; he misses an alien and it begins to circle ever closer until his ship is reduced to debris.

Andrew pulls himself together though, and not even the reappearance of Wazza wielding a ZZAP! binder as a weapon can distract him. Robin feebly calls out 'come on, Andrew' to make him miss a jump but it's too late. Andrew scores 132,890 and shakes a fist at the whingeing Welshman to celebrate his magnificent performance.

Robin finally puts down his magazine and sits down before the C128. He's finally realised it's far from all over and is looking a bit green about the gills. Fire is pressed and he nervously exclaims, 'Come on, come on, I can't play a blank screen,' as the first level is prepared. He's a lot

▼ Wazza, Dom, and Hoggy give Andrew some helpful advise on where he should be going.



slower than Andrew, looking for bonuses; 'I can hear them, but i can't get them,' he moans.

'Yeah!' he feebly boasts at getting through to level two and begins making strange fish noises, gumming his lips together as he plays. Not even I had realised how fragile his mind was until now . . .

Amazingly Robin remembers level five's three switch sequence. 'Copying off me,' Andrew points out. But level six costs the Hogg-creature two lives, and Andrew keeps up the pressure – 'That's my tactic!' he says. Robin looks around, then back to the screen and complains that he's 'lost direction'. What a pity . . .

By now his sloppy play has lost so much time it's virtually all over. He swears at a robot for not moving into his line of fire, then jumps into the void twice in quick succession. 'A major miscalculation,' he mumbles as his score is taken down – 111,015. Round two to the challenger! I look into the Welshman's piggy eyes and see the spectre of total humiliation lurking. By day's end I expect to see him finally carted away to the padded cell he so obviously requires . . .

Andrew: 132,890
Robin: 111,015

Imminent defeat brings a distinct shiver to the Welshman, which he blames on the 'cold office' and turns up the heater to make it even more stiflingly hot. The Ed looks little less worried and insists Robin play his next game now, copying Andrew's tactic of playing one game after another. Robin breezes through the first levels, but on four he misses a switch, compensates by picking up a bonus, and then cleverly loses it by dying before the end of the level. He finally scrapes through to level five only to take a millennium to kill an alien, and then skillfully collides with a wall. On level six a ship goes sliding over the edge, but his score is sadly ticking ever upwards.

By some foul mischance 'Hoggy' gets onto level seven, the rapid snap-turning of the screen is beginning to make me dizzy and somehow a formidable 131,750 points are amassed.

Andrew takes a few moments to adjust to the game, almost seeming lost as he wastes time killing an alien. But then he gets into it and goes flat out, leaving no room at all for errors. On level two his sprite seems to overlap with an alien, and there's a similarly close encounter on level three. 'It's only a bit of fun,' he claims through clenched teeth.

Whizzing over the 'whoop-de-doos' (Robin's brain-damaged name for lots of jumps) Andrew is looking impressive. After three minutes he's onto level four. He slows down for this level's maze, only to miss a switch when jumping and has to repeat the manoeuvre. But he's soon blasting the final alien and drawing yet another unrepeatable comment from Robin. The next four levels are swiftly loaded in and Andrew prepares to cook the Welshman's bacon once and for all. A depressed editor picks up the phone to call official photographer Cameron Pound.

Four minutes thirty seconds to go, and it's level six. Andrew starts badly, dropping down a gap. But twenty seconds later he's completed it and arrives at level seven with 100,000. At this point Robin shouts out 'cheat', claiming Andrew's only using the right joystick button. Obviously he knew the left one was faulty. Andrew strives to ignore the heckling, but is stuck on a platform trying to shoot an alien on the other side. Finally he decides to leap the gap and take a chance – the infernal alien gives chase and while pursued Andrew runs into a wall. It's all over – Cam walks in just as the final score is noted down, 114,485.

Robin: 131,750
Andrew: 114,485

As Cam swiftly sets about imitating a typically abusive paparazzo in a 1911 'FTL' T-shirt, celebrations over the final score are obscured. When Robin asks if he's really won I break the news to him that he hasn't. A mad gleam comes into his eye and he starts to wrestle with an inflatable crocodile. Clearly worried the Ed re-examines the scores and tries to 'correct' things. At this point I suggest a interphasal, Einsteinian-Scorelord time warp mixed up Andrew's second and third scores. The idiotic Welshman instantly agrees with my perfectly logical explanation and prepares to jump out a window . . . at last, full success! But no, heavily chopped liver knows more physics than the Ed and having come so close, I am defeated!

The final score is two rounds to one and I leave the room to console myself by dissecting live spider-monkeys from Alpha Centauri – the resemblance to Robin Hogg is quite startling.



▼ **The Welshman finally flips, but Andrew is determined to keep playing.**



Reckon you could do better? Well, Phil 'Footy' King is limbering up in the changing rooms, preparing for a *Kick Off* (Amiga) match against an 'on the ball' ZZAP! reader. If you're chosen as the challenger you get to come up to Ludlow (Phil insists on playing at home) and, win or lose, you'll sure to get some great prizes. And don't forget, football is played by both sexes – so come on female readers, get your footy boots on and prove to Phil that football isn't 'a man's game'!

I've scored more goals than Footy Phil's had hot dinners (not that many then – Phil). And I'm sure that with my superior dribbling and shooting skills I can easily tackle Phil and boot him into touch.

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ZZAP! COMP

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BERT PLUMBER: Oi Bill, stop playing that computer gammie and come and help me with this U-bend.
BILL SEWER: No thanks, mate, I'm having too much fun sticking all these pipes together. Oh no, the yellow gunge is coming!
BERT: Flippin' eck, there's enough mess in here already. Now pipe down, and bring your monkey wrench over 'ere.
BILL: Darn, the gunge has come out the end!
BERT: Oh bugger this leaked pipe, I'm coming to see what all the fuss is about.
BILL: This game's great, Bert. Have a go in two-player mode!
BERT: Okay. Hey, watch where your putting yer bendy bits!
BILL: Cor blimey guv, what a long pipeline.
BERT: Now that's what I call plumbing. It's so realistic I can even feel water on me face . . . eh? Crikey, the room's flooded, what are we going to do?
BILL: Have another game?
BERT: Good idea!

Yep, Empire's Sizzling puzzle game *Pipemania* is slightly addictive! And for those of you yet to be driven round the bend by it, we've set a nice little brain-bending puzzle for you to solve in this contorted comp. Still, there's a great incentive: in the pipeline for the lucky first prize winner is an amazing Atari Lynx handheld console with full colour LCD display.

Only slightly larger than a video cassette the Lynx is the Amiga of the console world. Its 3.5-inch, flicker-free screen can display up to 16 colours from a palette of 4096, with an infinite number of sprites. The free supplied game, *California Games*, features the most 'realistic computer-generated wave ever simulated on a home system'. The amazing effect is done via thousands of tiny sprites and hardware 'zooming'. What's more, up to eight Lynx machines can be linked, for huge multi-player games where each player has his or her own view of the action. Already there are some great games available, coming on credit card-sized game cartridges which can have up to eight megabytes of memory!

The Lynx is a sensation and can already be bought in the States. A limited quantity will be available here around April, but not until Xmas will the £150 machines be on general sale. Until then importers such as Micromedia are filling the supply gap.

Micromedia also import the Nintendo Gameboy, another superb handheld console, which the first two runners-up will win. The Gameboy has a monochromatic LCD screen, stereo sound, and a fast growing library of amazing games converted from the standard Nintendo. Even smaller than Lynx, the Gameboy has been doing phenomenally well in the States.

And finally for the next 15 runners-up there's a copy of the fantastic *Pipemania* – but remember to state which machine you own!

To win, just study the spaghetti junction of pipes here and work out which pipe lynx (groan!) the Empire plumber to Micromedia's handheld console.

Glue your answer to the back of an old stopcock (or envelope) and post it to *PIPE UP FOR A PRIZE, ZZAP! Towers, PO Box 10, Ludlow, Shropshire SY8 1DB*. Entries must reach us before the dreaded yellow gunge arrives (April 30th).

(Micromedia's address is: *83A Wyle Cop, Shrewsbury, Shropshire.*)



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A
B
C
D
WiN! ☆ A date with fil King! Id rather eat my own earwax!
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ed Stu r.i.p!
Rob! -x-
ATARI
WiN! ☆ A chance to see our beloved ed's funeral at the hands of a merciless assailant! er... Not my cup of tea!
WiN! ☆ A night out wiv megadeth Rob Hogg at a heavy metal gig! No thanx matey!
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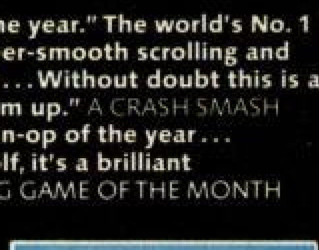
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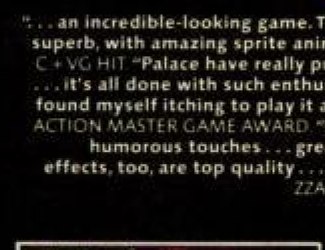
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Welcome again to the Rrap: your chance to say exactly what you feel about the mag, the computer industry, or anything really!

One of the main topics this month was the QED programme about computer game addiction — many of you thought it was totally over-the-top and, unsurprisingly, there wasn't a single letter in its praise...

QED: QUITE EXTRAORDINARY DRIVEL?

Dear Lloyd
For a long time, I have felt that TV has neglected coverage of the computer industry, especially the software aspect. I have written to both networks about this and, in response, we get the most negative piece of old tosh I have ever seen, in the form of QED (9.30 Wed. 17th Jan).

Basically, it was implying that everyone who regularly plays computer games, even adults, are shy reclusives who found other people's company uncomfortable and are heavily influenced by the violent tendencies of most games — more so than video nasties. It also was concerned with how much exposure young kids have with computers.

Now I see why there are no computer programmes on TV. It seems that the writers feel threatened by computers as well as having a fundamental ignorance of our views of games.

Why can't they realise computers do not have to be used just for education and business, but as a form of *entertainment*, just like reading or listening to music. There's nothing I find more relaxing than winding down with a half hour session on *Kick Off* or *Stunt Car Racer*, but I still enjoy a healthy social life. Computers are obviously going to be a major influence in everyone's lives within the years to come. To get children interested and feeling comfortable with them at an early age is far less dangerous than making them stick their heads in the sand and feeling afraid of them, as the makers of the program obviously are.
Ivan Harding, Maidstone ME19 5HF

Dear Lloyd
As you may have seen, QED has opened up something quite serious. Before I continue I must confess to having not seen the aforementioned programme, but I have heard about it in some detail and have the article 'Terminal Illness' (on page 8 of the Radio Times) before me.

Computer gamers have long been regarded as 'stupid and silly', and have generally been frowned upon by those who regard computer games as 'mindless'. Now, it seems according to non-computer-influenced parties, we have a very serious disease! We prefer computers in preference to people, and have lost the art of conversation.

As Canadian Therapist Noel Janis Norton says, 'These are children with few friends, afraid of the give and take of conversation. Children who get their own way too much. They have a short attention span for everything except the screen.'

She also adds that if the games they play are violent, they become desensitised to violence faster than they would through merely watching violent videos: they are doing it themselves.

Strong stuff indeed, and of course being avid gamesplayers, our (or mine anyway!) response is to automatically defend ourselves and our right to play 'mindless games' (quote from Radio Times) whether we are right or indeed whether we are wrong.

This however is only part of the reason for my letter and the point I wish to make is (I feel) far more sinister than computer addicts. The article in the Radio Times makes interesting and thought-provoking reading (for those interested) and makes the point that if we become dependent on computers rather than people we are not doing ourselves any good. Indeed the programme (so I am led to understand) brought out that 'depending' on computers rather than humans changes our whole emotional make-up.

Yet — the article continues — '..the real problem is not computers,' (as so many people are quick to say they are). 'It is parents who have forgotten how to be parents, or don't have the confidence. I wish they'd start noticing and worrying about what is happening a bit sooner, and not wait for the 30-hours-a-week addiction to develop.' After all that I have tried to understand about this subject I would like to end my letter by asking parents one question:—

If you feel that your child prefers to spend more time with his/her computer than with both of you (as my parents sometimes think), what do you spend your time doing instead of spending it with your child? Is it work (as is often the case) or is it viewing the TV (as is more often the case)?
Graham Harris, Leeds LS26 0NQ

Dear Lloyd
I have just finished watching the QED programme on BBC1 about young people becoming addicted to computer games. The situation was blown out of all proportion and it was implied that every computer user is a computer freak.

Young people have worse problems to contend with, eg drugs, fruit machine addiction etc, and a programme about these would have served a more useful purpose. I realise that there is a small problem that has to be dealt with, but the whole computer scene was misrepresented. Computer games provide a lot of pleasure to a lot of people.

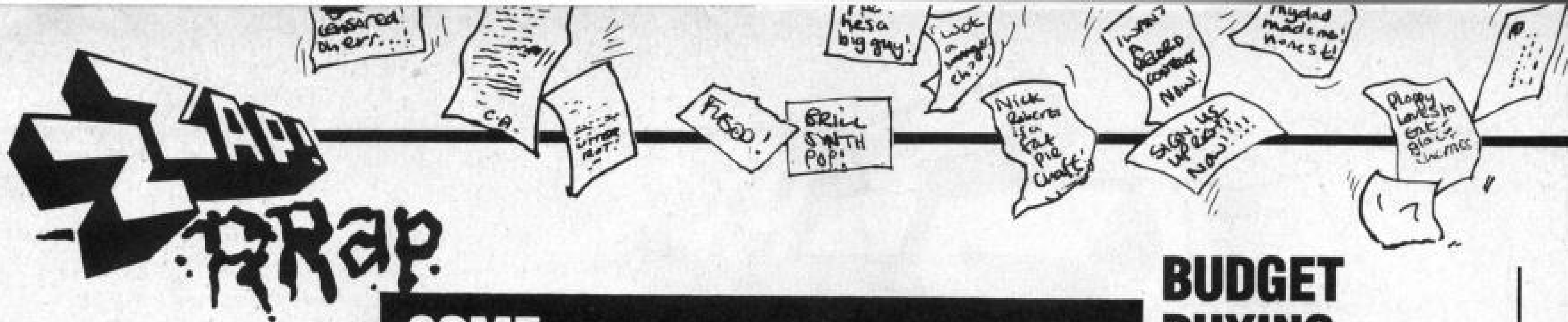
On the bright side, it is nice to see ZZAP! pick up again in recent months. ZZAP! now has a clear editorial direction and is benefitting from it. It is now being written by people who are more concerned with computer games than themselves. Give yourselves a good hearty pat on the back.
Jonathan Refson, Liverpool L18 2EN.

Thanks for your letters, Ivan, Graham, and Jonathan. Excuse me if I'm a little ignorant of the infamous TV programme in question, but I had to watch it on Granny's old 1938 Bakelite. As a result, all I could see was a lot of snow, so I thought it was 'Ski Sunday' — until, through the perpetual squealing and white noise (they don't make 'em like they used to!) I managed to hear some of the drivel being said about computer games.

So what do I have to say about the subject? Well, I'm not telling you — I only talk to my computer! But seriously, it's an obvious tendency of the news to sensationalize. A report starting with a long section praising the worthiness of computers (and consoles) would probably be rather dull. When the programme in question is a mere 30 minutes there's sadly little time for balance. What's particularly galling though, is the obvious manipulation of images. The shot of Mario seeming to bang his head on a brick for ever, the sideshot of kids feverishly playing games without showing why they're so interested in what's happening on the screens before them.

People were shy long before computer games, and might be anti-social reading books, painting, collecting stamps etc. Similarly addiction is hardly confined to computer games: people can get addicted to fruit machines (which the media invariably seem to group with arcade machines), to watching soaps, to eating, to not eating, to alcohol and so on. If no-one was addicted to computers it would probably be stranger than the fact that some are. But probably the most irritating accusation is that computer games are mindless. Games such a E-Motion, Dungeon Master, Universal Military Simulator, *and* Damocles *require a lot more thought than working in a supermarket or factory, let alone watching TV or going down the pub and getting drunk! Even arcade games nowadays require tactics; success is impossible in* Ghouls 'N' Ghosts *without learning attack patterns.*

I hope that restores some of the balance, but at the same time we should not forget computer games are addictive and do let some people become more anti-social, just like a lot of other hobbies. For the future I hope a lot more



people will form computer clubs. Games are so much more enjoyable when you're competing against friends, and the reviewers here are agreed their work would be a lot duller alone. Getting together one night every week or fortnight for challenges on various games would be a good way of building up a social element to the hobby. Moreover the best opponent is almost always a human, and undoubtably that's why **Kick Off** *won the best 16-bit arcade game of the year award at the recent industry dinner.*

Thankfully the future of two-player games, having seemed to be neglected by the industry for a while, seems to be returning to vogue with options to link up two computers for head-to-head combat, as in **alcon** *and* **F-16**. *Up to eight Lynx handhelds can be linked for simultaneous play. With the growing sophistication of computers, and the maturing of the market, hopefully we'll be seeing a growth in computer clubs to promote the hobby. A national network of clubs like those for other hobbies would be able to organize a better response to programmes like QED. And maybe software houses will become brave enough to support them with cut-rate software, despite their current reputation as dens of piracy!*

LM

SOME ANSWERS, PLEASE

Dear Lloyd
I have written to ask you three questions:

1. Are mail order companies reliable?

2. I am about to receive a computer. Which computer gives the most value for money (as long as it's under £200)?

3. How about printing the answers to the competitions on the results page, so we know where we went wrong (if we did).

Apart from one or two minor things ZZAP! is great.

Ross Bowell, Blackpool FY4 1EQ

1. Mail order companies are generally reliable as long as you remember some simple rules:

a) always make sure the game you want is in stock — many companies advertise games months before they're released.

b) never pay with cash — if possible, pay with a credit card: if you're ripped off you may be able to claim the money back from the credit card company.

c) keep records of when you ordered (and any letters of complaint you send).

And of course, remember you can get cut-price software from ZZUPERSTORE, safe in the knowledge that you'll receive your games within 28 days (and usually within a fortnight). If there is a problem with a delayed release, good ol' Aunt Aggie will keep you informed and give you the option of waiting or having your money back.

2. The C64 is undoubtedly the best buy for you. With a user base of millions there's a plentiful supply of software, plus many user clubs.

3. A good idea. If Ken can work out the answers, he'll print them!

LM

BUDGET BUYING

Dear Lloyd

First let me start by saying I think ZZAP! is without a doubt the best magazine around for C64 owners, but that's enough crawling.

Now to a small problem that I've found most disheartening whilst amassing my software collection. What problem's that?, you ask. Well it's like this. Whenever a big name game like *Chase HQ* takes your fancy its availability isn't a problem but if a budget game such as *Shark* (dear me!) takes your fancy there's no sure way of obtaining it. Many shops are reluctant to order them so if it's not on the shelf what can I do? I was wondering if there was in fact an address to which you can place orders for budget games alone (or should that be only). If so then please enlighten me, well you must expect at least one stupid letter a month, and this is it.

Bye for now,

Pug Cross Pit Bull, Cumbria.

Yes, er,...Pug, there is such an address. It is: ZZUPERSTORE, ZZAP! Towers, PO Box 10, Ludlow, Shropshire SY8 1DB! You can also order full-price games (including obscure and old ones) for which you get a discount, while you can order four budget games for the price of three. Now that's what I call magic!

LM

3-D STUFF

Dear Lloyd

I own a C64 and I am very interested in 3-D stuff. I've looked everywhere for 3-D glasses and light phasers for the 64. Would you please tell me where to get stuff like that? My friend said that you could get 3-D glasses from his Nan's catalogue but you would have to get the whole 64 pack (that is about £199)? So will you please give me a telephone number of a company who sells stuff like that?

Gareth Caple, Cardiff CF4 5AG.

You can get the glasses and light phaser in a pack for around £40. If there isn't a feature about it in this issue, there will be in the next!

LM

TIME FOR A CHANGE?

Dear Lloyd

Now before you call a psychiatrist, hear me out.

In 2001, Mrs Thatcher, the Soviet Premier, will with the aid of a hamster, create a time machine. I, disguised as her latest husband, Sylvester Stallone, stole the time machine and travel-led back to June '89. I scoured the shelves for a computer magazine which I could take back to 2001. I picked up the 50th issue of ZZAP!, which is now in its 134th issue back in 2001. I found ZZAP! totally humorous while at the same time being very informative.

So I decided to buy Issue 51. Instead of Gordo, Kati, and Maff were Robin, Stu, and Phil. Soon the hate mail came pouring in about the new reviewers, so I decided to change the past. I went back to when work was underway on Issue 51. I entered ZZAP! Towers and blew Rob, Stu, and Phil away with my sub-atomic lazer gun. Because of my actions Newsfield again hired Gordo, Kati, and Maff. When Issue 51 came out it had 50 pages and was priced at £4.99. Then when Issue 52 came out it was priced at £9.99 and had 40 pages. 'Why the high prices?' I hear you ask. Well, Gordo was getting really big, so he demanded higher wages to pay for a bigger house. I soon rectified this situation and everything is now back to normal. So all those people complaining about the reviewers, SHUT UP. You now know what would happen it Gordo was still here.

Val Donegan, Manchester M20 0WB.

Glad to know ZZAP! is still going strong in 2001, but have I been given a pay rise?

LM

DON'T BE ST-UPID!

Dear Lloyd I would be very grateful if you can tell James Wenham not to buy an ST. I've tried talking to him, but he won't listen; he's even using the excuse that ZZAP! is crap! and that it will get even worse as it goes on, so if he got an ST he'd have lots of good mags to read.

I'd also like to say that *Blasteroids* is crap!, not unlike the ST!

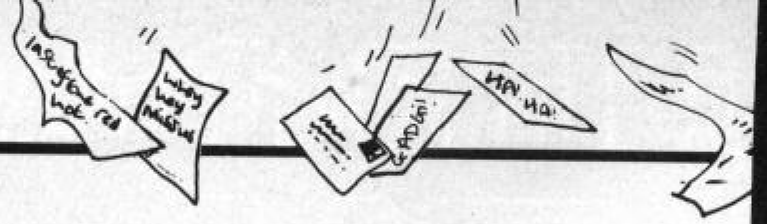
Oh and I've wrote a poem, which I might as well tell you, as I've gone to the trouble of writing it:

Zzap, Zzap, isn't crap
But I do think it did lack
Over 200 pages (Xmas ish)
from cover to back
I'd also like to know if you don't mind?
What happened to Zzap Back?
If you'd be so kind?
What happened to computer cock ups?
Yes what did happen to that
What happened to forthcoming attractions?
Didn't it sell, like *Hell Fire Attack*?
But now I will stop complaining,
I will say no more
As I am becoming a bit of a bore.
I'd just like to say that Zzap is brill
Zzap is Zzap
And it's better than (one C64 review) CU, Crap!

Jonathan Maynard, Eye, Suffolk

Mr James Wenham, don't buy an ST,
The reason, my friend, is easy to see,
They've got Spectrummy sound and they're not in ZZAP!
Basically, James, they're totally crap!

LM



MISSING HITS

Dear Lloyd
How *Ninja II* was left out of all 3 charts I can't understand. And what about *Sanxion, Delta* and *Quedex*? Stavros Fasoulas is a genius!

Now that's finished it's just about time for me to go. Oh yes! Just a while ago I played *Chase HQ* on my friend's C64. Here's my thoughts on it:

Presentation 60%
Ok title screen and good 'Nancy' reports but otherwise no great shakes.

Graphics 58%
Amstrad-like main sprite, average backgrounds and a very jerky road (Inevitable Programming Faults Inc)

Sound 47%
Dire engine drone, no title tune but a good siren effect

Hookability 59%
Very hard first criminal....

Lastability 39%
...3 goes later you'll have turned off your 64. A waste of money.

Jonathan O'Brien, Templeogue, Dublin 12

PS. Bring back Zzap! Back as it would be useful as a Cor Blimey! extension. Most cheapies these days are re-releases, ie Hit Squad, Kixx, Ricochet...

PPS. More arcades please.

PPPS. (groan!) Well done to Thalamus for the superb *Retrograde.*

I take it you're referring to the reviewers' favourite games of the decade (Issue 57). I too was surprised by the omission of some games, Delta *particularly (although Robin says that if not for* Armalyte *it would have gone in). I suppose it's all down to different tastes — I mean who else but 'Footy' Phil would put* Microprose Soccer *at number one?!*
LM

NOT THAT POWERFUL

Dear Lloyd
I would like to congratulate you and the ZZAP! team on making ZZAP! the good magazine that it is today.

I have a couple of questions to ask you, but first I would like to state what I think about the Power Cartridge. It is easy to use, but in my opinion, it is quite a cumbersome utility cartridge. This is unfortunate because, apart from the brilliant toolkit and some good and useful options, it is not that good.

On with the questions:
1. When are you putting a new tape on the cover? I haven't seen one for ages.
2. When you phone the fax line for KCS, Datel, or Technical Developments you hear a funny sound quite like playing a C64 tape in an ordinary tape recorder. What does this mean?
3. Are you going to print a pokes booklet?

That's all folks!
Andy A, London NW9 5TB
PS. Can I say hello to Keith and David Simpson?

1. Not this ish, not last ish, but soonish!
2. It means it's a FAX LINE!!
3. Currently, there aren't any plans for one.
LM
PS. No!

YOUR NUMBERS AREN'T UP

Dear Lloyd
I am writing a short letter to complain about the lack of page numbers on Zzap in the recent issue (58) there were 83 pages but only 30 of them were marked.

Keep up the good comps — hope I win. Yours pagingly,
Richard Showell, Hornchurch RM11 3NP.

Putting page numbers on pages is the responsibility of our Art Department. And as (with a bit of help) they can only count up to four (the number of people in Depeche Mode) they find page-numbering a little difficult!
LM

JOIN THE CLUB

Dear Lloyd
I have written in to inform you and other ZZAP! readers about the excellent service Activision/Electric Dreams gave me. I purchased the brill game *Millennium 2.2* but, alas, the Craft Roster icon did not work. I then wrote a letter to the company and in time they sent a reply telling me the problem I had. Not only did they send the reply but a replacement disk completely free (gosh, yes!) This disk worked and I got along fine with it. So if you're reading this letter Activision, keep up the good work.

Also I would like to know if there are any Amiga clubs (not the biscuits, dummy!) because I haven't heard of any. If you know please print them in you're fab, brill, superb... etc mag.
Robert Whatmore, Frindsbury ME2 4RT

To be honest, I haven't heard of any Amiga clubs either. They must be keeping a low profile, so if anyone does run a club, please write in!
LM

DUNGEON OF THE DECADE

Dear Lloyd
I enjoyed very much the feature on 'The Best Games Of the Decade' in Issue 57. I would be interested to know however, how the ZZAP! team left a game like *Dungeon Master* out of their top ten. Also. please have something for Amiga owners in the ZZAP! ZZUPERSTORE subscriptions offer section. Keep up the great work.
Darren Delforce, Barcaldine, Australia.

It's a mystery to me also why* Dungeon Master *wasn't mentioned, but it's all a matter of different tastes. Hopefully Dr Nutz will be telling us what his top games of the decade are this month.

As for subscription offers, the mysterious Dr Frey has decided to cut the price instead of offering freebies, so no matter which computer you own (even an Oric!) you'll benefit.
LM

We've got all the answerz!

Here, as promised, are the answers to last month's mega-quiz

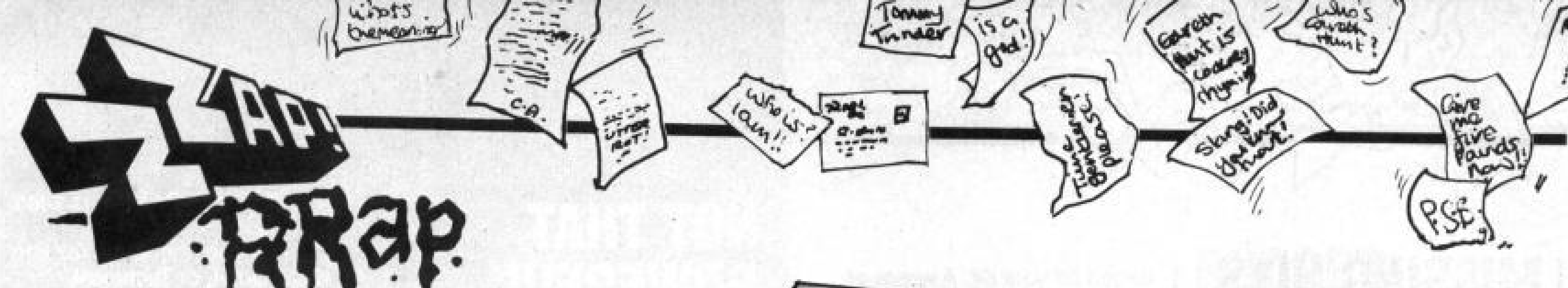
Round 1
1. Gauntlet
2. Day Of The Pharaoh
3. Hard Drivin'
4. Powerplay
5. The Untouchables
6. Armalyte
7. Battleships
8. Xenon 2
9. Laser Squad
10. Robocop
11. Afterburner
12. Spitfire 40
13. Red Lightning
14. California Games
15. Mega Apocalypse
16. Guadalcanal
17. Road Runner
18. Star Games 2
19. Athena
20. The Lost Patrol

Round 2
1. Dip Stick
2. Naibmoloc
3. Helicopter
4. 12
5. 48th Panzer Korps
6. Lizzie, George and Ralph
7. Captain Ace Gunn and Major Rock Hardy
8. Kuhn-Lin
9. 4
10. Grako
11. Simulations
12. Generators
13. Lee Wong
14. Daley Thompson
15. Lieutenant Commander Richard H Best
16. Flopsy
17. Domark
18. Tal the barbarian
19. Armalyte
20. Elvin Atombender

Round 3
Agent 4125, Impossible Mission
Kommandantur, The Great Escape
Lord Toff, Rock N' Wrestle
Myamoto Usagi, Samurai Warrior
Ingrid, Gnome Ranger
Princess Mariana, Barbarian
Conroy, Speedball
Captain Rover Pawstrong, Star Paws
Sterner Regnix, Laser Squad
Atlas, Powerplay
Ugh, Fire Quest
Captain Falstaff, Joan of Arc
Thyra, Gauntlet
Cyruss T Gross, NOMAD
Izwall, Captain Blood
Boom Boom Barnett, Barry McGuigan's Boxing
Jason Youngblood, Samurai Warrior
Hasrinaxx, Druid

Round 4
BATMAN
CHERNOBYL
LAST NINJA
BLOOD MONEY
STARRAY
PASTFINDER
POPULOUS
TRAILBLAZER
ROLLING THUNDER
DUNGEON MASTER
TRACKSUIT MANAGER
SILENT SERVICE

Round 5
Firepower, Microillusions, 36%
Turbo Outrun, US Gold, 97%
Tiger Road, Capcom, 76%
Spitfire, Encore, 55%
...Traz, Cascade, 87%
Sentinel, Telecomsoft, No ratings
Time Bandit, Microdeal, 92%
Battle Hawks 1942, Lucasfilm, 90%
Dungeon Master, FTL, 98%
Salamander, Imagine, 94%
Wargames Construction Set, SSI, 79%
Cobra, Ocean, 7%
International Karate, System 3, 91%
Storm Bringer, MAD, 70%
Karnov, Electric Dreams, 13%
Hellbent, Novagen, 20%
Purple Saturn Day, Exxos, 88%
Afterburner, Activision, 17%



C64 NOT DEAD

Dear LM,
Okay, it's multiple question time again so I will go straight into it;
1. Me and my brother have been with the C64 for a very long time now, and though we now also own an Amiga, we do not think that the C64 is a dying machine, do you? A lot of our mates think that the C64 is an old relic but so long as Bob Stevenson and the Maniacs of Noise stick around we can party!!

Hey, you disbelievers, check out *Turbo Out Run, Myth, Retrograde* etc. They show that playability is still peaking on the C64. Now tell me that the C64 is dying!!!
2. Do you know what has happened to Rob Hubbard?
3. Please would you bring back the conversion factor rating again, just to add that little bit extra to reviews of *Operation Thunderbolt* and *Ghouls 'N' Ghosts!!*
4. Have you got a new tape for a cover coming out soon, or even an Amiga disk?
5. A load of people we know agree with me on this point; you seem to be giving games totally unbelievable ratings. Back in Issue 16 times I used to agree with you just about all of the time, but I must admit that I didn't just not like, but I hated *Strider* on the Amiga. And what about *Turbo Out Run*, that was crap on the Amiga! And you could have mentioned that *Power Drift* on the C64 had absolutely, well hardly any resemblance to the arcade, though it was playable!
6. Do you ever get given release dates? Because these would probably be very useful to most people, if they were correct.
7. Why do people like Atari STs? It is a known fact that even the C64 has a better soundchip!!!
8. Why do you think it is that games are beginning to become severely long multiloaders? Check out *Turbo Out Run, Forgotten Worlds, Myth* (this is worth the wait!!), *Tusker, The Untouchables* etc. Why do people not use the one the *Escape From Singe's Castle* had; where the game loads, while you play it!!
9. How much do licences cost? For instances, how much does it cost to do a game of *Batman, Ghostbusters II, Indy III*, compared with *Saint and Greavsie, Bob's Full House*, or even *Power Drift, Cabal, Ghouls 'N' Ghosts*??
10. Please find some way of increasing the size of the magazine. No, I am not going to be a dickhead and say do more reviews, because I know that you can't control how many games you get per month, but I suggest doing longer reviews, long features, full pages for the charts, and last but certainly not least please have loads more humour.

Thanks for listening and I hope you can answer/take note of what I have said.
Simon Barnabas (ZAX/ZTS Crew), Croydon CR06LQ.

1. Well said sir! And you can add Hewson's 4th Dimension *to your list of great C64 games. Without a doubt for playability per pound the C64 is the best machine around.*
2. Last I heard he was over in America doing some music for PCs.
3. Hmm, there's already quite a few boxes on the review pages and the reviewers comments should make it clear how good a conversion it is.
4. 'Freebies' on the cover invariably push up the cover price. Would you pay another 50p? Fill in your ZZAPTIONNAIRE and let us know!
5. Unbelievable ratings? What about C64 Turbo Out Run *and* Untouchables? *As for Amiga* Strider *I think that more than most that game was a matter of taste. Technically it wasn't at all astounding, but for myself and the reviewers the off-beat SF atmosphere and superb music made it great fun to play. Possibly overrated by a percentage point or two, but not more. Amiga* Turbo Out Run *was never in the same league as the C64 game, but it's still a very good conversion. Again all the reviewers stand by the marks given.*
6. Yes, we do occasionally get release dates and we regularly put these on the competition hotline. But they're never that reliable. Just recently System 3 decided it would better suit their schedules if Vendetta *came out a month later than initially thought.*
7. At £300 with lots of free software the ST is pretty good value for money. But yep, sound is bad. In a recent TGM feature Ocean's Jonathan Dunn pointed out that the ST was worse than a 128 Spectrum, since the latter had the same sound chip but also had a buzzer which could be useful for bass lines. Needless to say the C64 is much better than both sonically.
8. To load in another level while you're playing another level must mean either or both levels aren't occupying that much memory. Most of the games you mention are pushing the C64 to its limits.
9. Obviously it depends on the licence. A few months back a licensed game came out on budget – namely Postman Pat.
10. More pages requires more money I'm afraid.
LM

LOST IN SPACE

Dear Sir
Please could you send me the information I need to colonise a planet in *Millennium 2.2*? I have done the following:
1. Researched and found the planet
2. Have two grazers orbiting the planet, eg Leda.
3. I can land probes but not the grazers.

I have not the raw materials to build the rest of the transport vehicles (apart from fighters). I have a Solargen 10 x.

Please could you tell me what to do. Keep up the good work. Could we have an Amiga disk on the cover of ZZAP! like Commodore User?
Richard Gore, Bourne End SL8 5SN

Overall Millennium 2.2 *is fairly easy, but this first problem does cause a lot of trouble. All you need to do is send a grazer or two to the asteroid belt and leave it there until it comes across an asteroid packed full of rare minerals. It'll take a lot of supply runs, but eventually you'll have enough to build what I think is called a SIOS ship, which can be sent to the planets to establish colonies. These can then start mining for other minerals.*
LM

NAUGHTY NEIGHBOURS!

Dear Lloyd
G'day from Australia, I'd like to raise a few points —
1. Neighbours is made in Melbourne not New Zealand.
2. ZZAP!'s a cool magazine.
3. Will you launch another of those ace 'A day at the arcades' books?
4. Some future 'Neighbours' events:

Madge and Harold are having wild sex romps
Sharon collapses at a beach
Todd gets braces
Bronwyn is pregnant
Katie is on a fence trying to get a crow's nest, she falls and is put into a coma
Jane two-times Des
Todd three-times Melissa
Nick becomes a Casanova
Hillary scores a root with Muir
Jim starts karate
Des starts abseiling and squash
Des is in love with Melanie
Todd has his first hangover

Paul 'know it all' De Angelis, Melbourne, Australia
PS. Rumour says that Ken D Fish is an amphibian.

1. You're actually admitting it's made in your city?!
2. Colder than a can of XXXX.
3. Sorry, no plans for one at the moment.
4. With storylines like that, I'm rooting for Mrs Mangel to turn into a mad axe murderer!
LM
PS. Ken D Fish claims he's always legless.

Well, that's it for another month, and I think you'll agree you won't find more provocative reading, even in 'Woman's Weekly'. And you don't get those soppy love stories or knitting patterns either. If you have any views on computers, ZZAP!, or anything (except soppy love stories and knitting patterns) send them to *Lloyd Mangram, ZZAP! Rrap, PO Box 10, Ludlow, Shropshire SY8 1DB.*


BATTLE TILL YOU BLEED!
HEAVY METAL™
By Bruce Carver, Roger Carver and Breat Erickson.
CBM 64/128, AMSTRAD CASSETTE & DISK. IBM P.C.
SPECTRUM 48/128K CASSETTE, ATARI ST AMIGA
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U.S. Gold Ltd, Units 2/3 Holford Way, Holford, Birmingham B6 7AX. Tel: 021 625 3388.

TAITO'S ISLAND-HOP COIN-OP

SLIP ON YOUR MAGIC SHOES, PRACTISE THROWING A RAINBOW AND HEAD FOR

DOH'S ISLAND.

ATTACK DOH AS HE HIMSELF SPRAYS YOU WITH AN ONSLAUGHT OF BULLETS. YOU'D BETTER BE QUICK... THE

WATER'S RISING!

THERE MAY ONLY BE ONE WAY TO DEFEAT THE VICIOUS CREATURES ON

INSECT ISLAND

... FIND THE CUP OF DESTRUCTION... YOU'LL HAVE TO BE PRETTY SLICK WITH YOUR RAINBOWS SO AS TO OVERCOME THE BEES, LADYBIRDS, SPIDERS, CATERPILLARS AND YIKES!!... THE BEEHIVE!!

OH NO!

NOW I WISH I'D STAYED WITH THE BEES! THEY'RE JUST BUZZING BABES COMPARED TO THESE TANKS, PLANES AND 'COPTERS ON

COMBAT ISLAND.

YES, IT'S TIME TO BEAT THESE GUYS AT THEIR OWN GAME AND TAKE TO THE AIR ... NOW WHERE'S MY BOX OF WINGS?

NEXT STOP –

MONSTER ISLAND

– WELL YOU CAN JUST FIND OUT FOR YOURSELVES - WHEN GHOSTS, TROLLS, SKELETONS AND VAMPIRES INVITE YOU TO SUPPER... IT'S TIME TO HIT THE YELLOW BRICK ROAD!



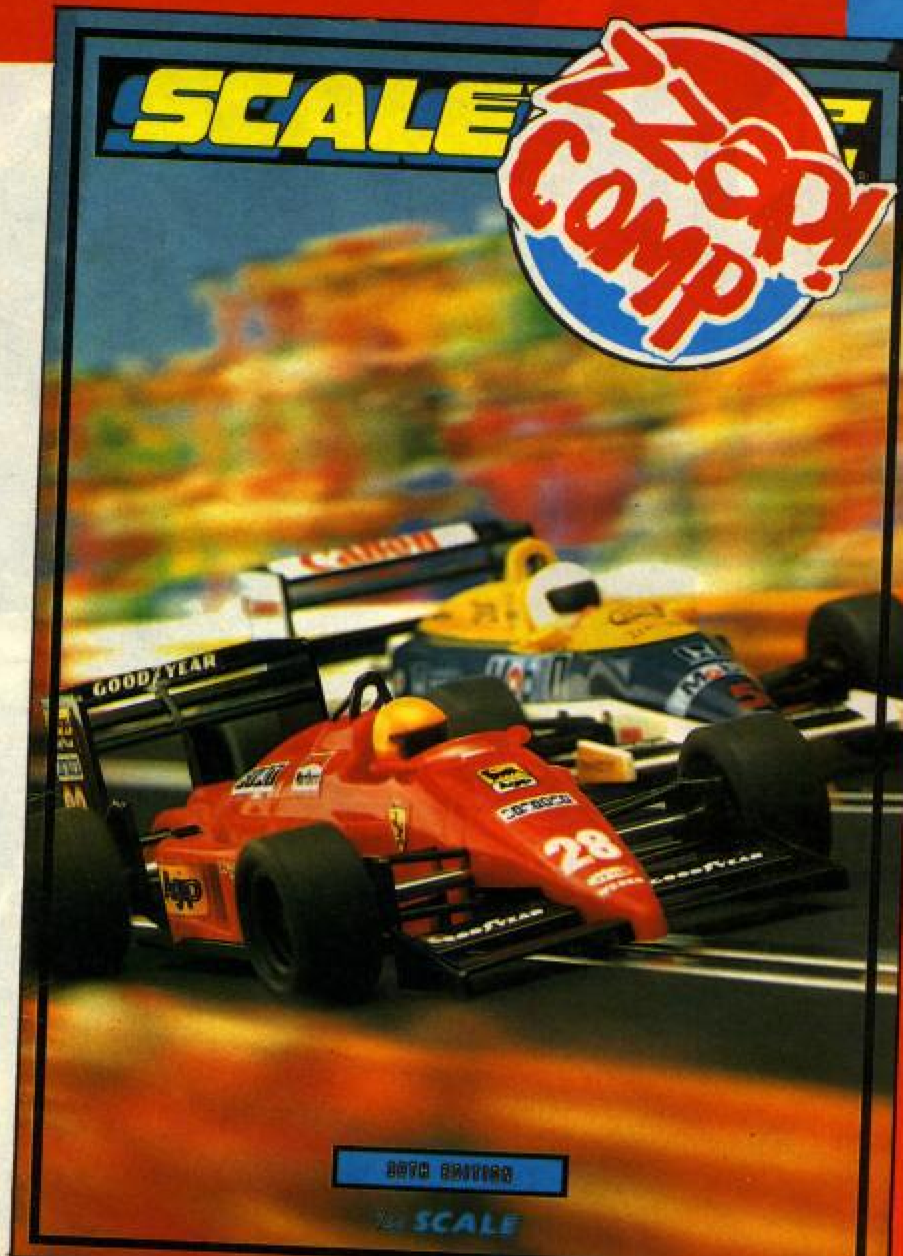
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THE VERY BEST IN ORIGINAL GAME PLAY FEATURING ALL 7 ISLANDS, FAITHFULLY REPRODUCING THE FUN AND EXCITEMENT OF THE ARCADE HIT.

WIN THE WORLD CHAMPIONSHIP!

With Electronic Arts in this turbo-charged comp!





If your driving's as good Robin 'Push-Start' Hogg's, Electronic Arts' *Ferrari Formula One* gives you the chance to practise those all-important 720° spins in the comfort of your armchair. The classic Amiga Grand Prix sim has just been faithfully converted to the C64 in Sizzling style. It's just like the real thing as you customise your Ferrari and drive it round 16 Grand Prix circuits, competing against seven of the world's top drivers.

You'll need lots of skill and daring just to win a race, never mind becoming Formula One World Champion. Luckily for road-Hoggs, all you need to stand a chance of winning this whizzo comp is a little knowledge of Grand Prix racing.

The first driver past the chequered flag will get the brilliant Scalextric 'World Championship Set'. This comes complete with four F1 cars and hand controllers, plus pairs of Rev Start, Skid Chicane and Lap Counter tracks. Tracks can run from 22½ft to over 40ft (for a twin lane set-up). But even if you're driving a broken-down Skoda with no wheels, you could still win some top gear: there are 25 fab Ferrari sweatshirts, 25 T-shirts, and 50 Electronic Arts goodie bags to be won by the next hundred past the line.

All you have to do is answer the three multiple choice questions. Now, hold on, wait for the green light. . . . . GO!!!

1. Who is the current Formula One World Champion?
a) Robin Hogg, b) Alain Prost, or c) James Hunt

2. What type of racing car does Nigel Mansell drive?
a) Fiat Panda, b) Lotus, or c) Ferrari

3. Who owns Ferrari?
a) Robin Hogg, b) Skoda, or c) Fiat

Got 'em all? Good, just stick 'em on the back of a postcard, address it to *VROOM AT THE TOP COMP, ZZAP! Towers, PO Box 10, Ludlow, Shropshire SY8 1DB*, and hand it to your super-speedy (!?) postal service to arrive not later than April 30th (1990!).

Blockbusters TV Games 62% **33** (80)
Blood Brothers Gremlin 39% **41** (23)
Blood 'N' Guts American Action 56% **23** (112)
Blood Valley Gremlin Graphics 23% **37** (30)
Blue Angel Gremlin 65% **58** (18)
Blue Thunder Encore 48% **53** (58)
BMX Hyper Biker Simulator Top Ten 19% **36** (102)
BMX Kidz Firebird 79% **35** (97)
BMX Simulator Code Masters 83% **20** (169)
Bobby Bearing The Edge 93% **20** (136)
Bobsleigh Digital Integration 58% **33** (14)
Bob Winner Loriciels 12% **38** (27)
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Bombjack Elite 47% **14** (28)
Bombjack Encore 54% **42** (113)
Bombjack II Elite 80% **22** (99)
Bombjack II Encore 81% **51** (28)
Bombo Rino 47% **15** (28)
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Booty Firebird 16% **15** (105)
Boulderdash/II Prism 96% **30** (106)
Boulderdash III American Action 93% **15** (24)
Boulderdash Construction Kit Databyte/First Star 97% **20** (176)
Bounces Beyond 86% **14** (114)
Bounder Gremlin Graphics 97% **10** (20)
Bounty Bob Strikes Back US Gold 89% **1** (38)
Brain Storm Firebird 94% **39** (68)
Bravestarr GO! 28% **35** (30)
Breakdance Americana 35% **15** (98)
Breakthru US Gold 19% **22** (122)
Brian Bloodaxe The Edge 18% **4** (99)
Brian Clough's Football Fortunes CDS 93% **23** (49)
Brian Jacks' Superstar Challenge Martech 78% **2** (71)
Bruce Lee Americana 92% **40** (86)
Bubble Bobble Firebird 97% **30** (12)
Bubble Bobble Silverbird 98% **43** (128)
Bubble Ghost Infogrames 62% **44** (28)
Buck Rogers US Gold 38% **1** (58)
Buffalo Bill's Rodeo Games Tynesoft 80% **54** (72)
Buggy Boy Elite 97% **32** (20)
Bulge, The Argus Press Software 63% **3** (44)
Bulldog Gremlin Graphics 60% **21** (192)
Bushido Firebird 74% **58** (12)
Butcher Hill Gremlin 52% **48** (28)
By Fair Means or Foul Superior Software 66% **45** (26)

Cabal Ocean 89% **56** (71)
California Games US Gold/Epyx 97% **29** (18)
Camelot Warriors Ariolasoft 44% **21** (184)
Camelot Warriors Mastertronic 50% **47** (61)
Captain America GO! 36% **32** (150)
Captain Blood Infogrames 77% **44** (17)
Captain Kelly Quicksilva 30% **20** (168)
Captain Kidd Bug Byte 32% **13** (30)
Captive Mastertronic 61% **4** (42)
Captured American Action 34% **21** (187)
Card Sharks Electronic Arts/Accolade 87% **37** (17)
Castles Of Doctor Creep, The Ariolasoft 65% **7** (34)
Cauldron Palace Software 87% **1** (110)
Cauldron Silverbird 81% **44** (90)
Cauldron II Palace Software 94% **14** (16)
Cauldron II Silverbird 72% **44** (91)
Caveman Ugh-lympics Electronic Arts 80% **45** (28)
Caverns Of Eriban Firebird 25% **17** (121)
Caverns Of Sillahc Interceptor 60% **1** (56)
Centurions Reaktor 53% **30** (25)
Challenge Of The Gobots Reaktor 44% **28** (33)
Chameleon Electric Dreams 84% **23** (17)
Championship Sprint Electric Dreams 24% **37** (76)
Championship Wrestling US Gold/Epyx 80% **22** (32)
Chase HQ Ocean 53% **58** (14)
Cheap Skate Silverbird 64% **44** (49)
Chernobyl Syndrome US Gold 68% **37**(75)
Chicago 30s US Gold 42% **49** (72)
Chickin Chase Firebird 79% **3** (76)
Chimera Firebird 70% **9** (26)
Cholo Firebird 62% **25** (28)
Chopper Creative Sparks' Sparklers 56% **3** (44)
Chubby Gristle Grandslam 26% **40** (24)
Chuck Yeager's AFT Electronic Arts 95% **33** (34)
Ciphoid 9 Monarch 18% **3** (108)
Circus Attractions Rainbow Arts 70% **51** (18)
Circus Circus Firebird 28% **3** (38)
Circus Games Tynesoft 41% **46** (83)
Citadel Electric Dreams 91% **52** (10)
Clean-Up Service Players 80% **30** (106)
Clean Up Time Players 75% **19** (135)
Clever and Smart Ariolasoft 24% **34** (76)
Cobra Hit Squad 13% **58** (50)
Cobra Ocean 13% **22** (88)
Code Hunter Firebird 83% **35** (98)
Codename Mat II Domark 40% **8** (20)
Collapse Firebird 85% **18** (114)
Colony Bulldog 22% **28** (26)
Combat Leader US Gold 63% **1** (114)
Combat Lynx Encore 46% **44** (93)
Combat School Ocean 91% **33** (11)
Comet, The Firebird 38% **14** (111)
Comic Bakery Imagine 35% **12** (25)
Commando Elite [illegible] **10** (26)
Commando Encore 49% **44** (32)
Conan Americana 28% **15** (102)
Conan US Gold 32% **3** (69)
Confuzion Incentive 89% **4** (95)
Con-Quest MAD 15% **25** (100)

Continental Circus Virgin 74% **55** (17)
Convoy Raider Gremlin Graphics 28% **29** [illegible]
Cops 'N' Robbers Atlantis 9% **7** (37)
Core A 'N' F 37% **16** (96)
Corporation Activision 82% **37** (18)
Cosmic Causeway Gremlin Graphics 93% **33** (159)
Cosmic Pirate Byte Back 85% **55** (49)
Cosmonaut Code Masters 46% **30** (106)
Crazy Comets Martech 84% **8** (35)
Crazy Paving Top Ten 10% **40** (88)
Critical Mass Durell 59% **11** (42)
Crusade In Europe US Gold 65% **7** (46)
Crystal Castles Kixx 65% **55** (50)
Crystal Castles US Gold 45% **21** (175)
Curse of Sherwood Mastertronic 43% **27** (105)
Cybernoid Hewson 93% **37** (24)
Cybernoid II Hewson 91% **43** (16)
Cyber One Sparklers 29% **25** (100)
Cyborg CRL 45% **26** (25)
Cylu Firebird 65% **6** (26)
Cyrus II Chess Alligata N/A **23** (92)

Daley Thompson Olympic Challenge Ocean 79% **42** (25)
Daley Thompson's Decathlon Hit Squad 40% **53** (57)
Dambusters US Gold 78% **2** (74)
Dambusters US Gold 81% **3** (66)
Dan Dare Virgin 94% **19** (26)
Dan Dare II Virgin 83% **36** (82)
Dan Dare III Virgin 60% **58** (68)
Dandy Electric Dreams 28% **23** (33)
Danger Freak US Gold/Rainbow Arts 48% **50** (82)
Danger Mouse In Double Trouble Sparklers 30% **17** (120)
Dante's Inferno Beyond 66% **20** (29)
Dark Castle Mirrorsoft 41% **40** (80)
Dark Side Incentive 90% **40** (78)
Dark Tower Melbourne House 41% **1** (56)
Deactivators Ariolasoft 82% **19** (116)
Death Or Glory CRL 37% **26** (84)
Death Race Atlantis 40% **30** (106)
Deathscape Starlight 55% **27** (93)
Deathwake Quicksilva 66% **11** (23)
Deathwish III Gremlin Graphics 64% **29** (93)
Decathlon Firebird 76% **26** (93)
Deceptor US Gold 80% **29** (90)
Decisive Battles of the American Civil War SSG/EA 90% **42** (45)
Deep Strike Encore 61% **52** (58)
Deep, The US Gold 38% **49** (72)
Defcom Bug Byte 22% **31** (134)
Defcom Quicksilva 35% **22** (87)
Defender Of The Crown Mirrorsoft 94% **28** (98)
Deflektor Gremlin Graphics 81% **34** (20)
Deliverance Power House 43% **30** (106)
Delta Thalamus 74% **24** (102)
Deluxe Monopoly Leisure Genius/Virgin 73% **39** (73)
Demon Stalkers Electronic Arts 65% **35** (84)
Denarius Firebird 57% **29** (95)
Desert Fox US Gold 87% **10** (84)
Desolator US Gold 41% **40** (29)
Destroyer US Gold/Epyx 85% **22** (34)
Destruct Bulldog 61% **30** (107)
Destruct Power House 38% **40** (65)
Detective Grand Slam 78% **27** (20)
Diamond Destiny 22% **42** (16)
Dickie's Diamonds Atlantis 22% **6** (110)
Dig Dug US Gold 54% **4** (66)
Discovery CRL 77% **32** (11)
Dizzy Code Masters 48% **41** (107)
DNA Warrior Artronics 74% **48** (63)
Doc The Destroyer Melbourne House 32% **26** (91)
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Double Take Ocean 48% **23** (16)
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Dragon Ninja Imagine 87% **47** (28)
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Dragon's Lair Software Projects 69% **17** (28)
Dragon Spirit Domark/Tengen 24% **57** (70)
Dream Warrior US Gold 49% **40** (81)
Driller Incentive 96% **33** (12)
Droid Dreams Bug Byte 13% **36** (102)
Droids Ariolasoft [illegible] **17** (88)
Dropzone US Gold [illegible] **3** (18)
Druid Firebird 88% **18** (18)
Duel, The: Test Drive II Accolade 77% **51** (16)
Dynamic Duo Firebird 19% **48** (16)
Dynamite Dan Mirrorsoft 80% **9** (16)
Dynamite Dan Silverbird 79% **44** (91)

Eagles Hewson 47% **27** (106)
Eagle's Nest Players 91% **46** (93)
Earth Orbit Stations Electronic Arts 40% **32** (149)
Echelon Access/US Gold 81% **38** (12)
Eidolon, The Activision [illegible]% **10** (28)
Election Virgin [illegible]% **28** (19)
Electr[illegible]**d** Orpheus 97% **8** (88)

Elektraglide English Software 38% **13** (23)
Elevator Action Quicksilva [illegible]% **25** (25)
Elidon Orpheus 83% [illegible]
Eliminator Hewson 75% **48** [illegible]
Elite Firebird 85% **1** (16)
Emlyn Hughes International Soccer Audiogenic 90% **43** (29)
Empire Firebird 76% **14** (118)
Empire Strikes Back Domark 74% **41** [illegible]
Enduro Racer Activision 16% **27** (86)
Enduro Racer Hit Squad 59% **53** (57)
Enforcer Power House 74% **30** (107)
Enigma Force Beyond 65% **11** (43)
Enlightenment: Druid II Firebird 85% **31** (129)
Entombed Ultimate 93% **3** (22)
Equaliser The Power House 60% **25** (89)
Equinox Mikro-Gen 83% **16** (110)
Erebus [illegible]% **23** (35)
Escape From Singe's Castle Software Projects 90% **22** (78)
Espionage Grandslam 41% **46** (16)
Estra Firebird 43% **2** (54)
European 5-A-Side Silverbird 15% **41** (113)
Evening Star Hewson 67% **30** (93)
Everyone's A Wally Mikrogen 82% **2** (50)
Every Second Counts Domark 52% **40** (80)
Exolon Hewson 64% **29** (28)
Exploding Fist+ Firebird 66% **46** (17)
Explorer Electric Dreams 13% **24** (106)
Express Raider US Gold 60% **24** (28)
Eye Prism Leisure 32% **34** (82)
Eye Of Horus Logotron 75% **57** (75)

F-14 Tomcat Activision 67% **49** (83)
FA Cup Football Virgin 71% **12** (33)
Fairlight The Edge 90% **14** (116)
Falcon Virgin 49% **28** (94)
Falcon Patrol II Bug Byte [illegible] **23** [illegible]
Fast Break Accolade/Electronic Arts [illegible]
Fernandez Must Die Imageworks 51% [illegible]
Feud Bulldog 50% **26** (88)
Fifth Axis, The Activision 70% **24** (112)
Fifth Gear Rack-It 78% **44** (44)
Fifth Quadrant Ricochet 32% **39** (67)
Fighter Pilot Silverbird 60% **44** (91)
Fighting Warrior Melbourne House 45% **9** (32)
Fight Night US Gold 93% **10** (18)
Final Assault Epyx/Infogrames 41% **44** (20)
Finders Keepers Mastertronic 90% **5** (36)
Firefly Special FX/Ocean 79% **36** (11)
Firelord Hewson 68% **22** (28)
Firepower Microillusions 36% **55** (18)
Firetrack Electric Dreams 88% **24** (24)
Firetrap Electric Dreams 74% **34** (77)
First Strike Elite 80% **54** (9)
Fist II Melbourne House [illegible] **20** (156)
Five-A-Side Football Anirog 60% **5** (23)
Flash Gordon MAD 89% [illegible] (28)
Flintstones Grandslam [illegible]% **40** (28)
Floyd The Droid Ariolasoft 62% **17** (26)
Flunky Piranha 68% **3**[illegible] (11)
Flying Shark Firebird [illegible]% **34** (11)
Footballer Of The Year Gremlin Graphics 64% **23** (48)
Footballer Of The Year II Gremlin 71% **58** (11)
Football Manager II Addictive 71% **41** (16)
Forbidden Forest Top Ten 82% **30** (110)
Force One Firebird [illegible] **28** (95)
Force, The Argus Press Software 68% **14** (37)
Forgotten Worlds Capcom/US Gold 93% **49** (75)
Formula One Simulator Mastertronic 54% **17** (112)
Four Soccer Simulators Code Masters 24% **48** (66)
Fourth Protocol, The Hutchinson Computer Publishing 95% **4** (96)
Foxx Fights Back Imageworks 79% **43** (27)
Frak! Statesoft 71% **1** (112)
Frank Bruno's Boxing Elite 69% **8** (18)
Frankie Goes To Hollywood Ocean 97% **5** (28)
Freaky Factory Firebird 28% **17** (109)
Freddy Hardest Imagine 42% **34** (26)
Frenesis Mastertronic 43% **30** (110)
Friday The 13th Domark 13% **10** (37)
Frightmare Cascade 33% **37** (72)
Frost Byte Mikro-Gen 78% **27** (100)
Fruit Machine Simulator Code Masters 18% **35** (100)
Fungus Players 80% **19** (124)
Further Adventures of Alice in Videoland Bug Byte 3% **30** (110)
Fury Martech 52% **42** (16)
Future Knight Gremlin Graphics 69% **23** (24)

Galactic Games Activision 42% **34** (18)
Galaxibirds Firebird 60% **17** (112)
Galvan Imagine 53% **21** (33)
Game Over Imagine 68% **29** (105)
Game Over II Dinamic 50% **45** (85)
Games – Summer Edition US Gold 40% **44** (32)
Games – Winter Edition US Gold 76% **40** (73)
Gaplus [illegible]
Garfield The Edge 79% **35** [illegible]
Gary Lineker's Hotshot Gremlin 53[illegible]
Gary Lineker's Super Soccer Gremlin Graphics 74% **34** (28)
Gary Lineker Superskills Gremlin 59% **45** (33)
Gates Of Dawn Virgin 64% **3** (104)
Gauntlet Kixx 80% **43** (129)
Gauntlet US Gold 93% **22** (20)
Gauntlet II US Gold 81% **35** (11)

AMIGA GAMES

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Kristal Addictive Games 91% **50** (40)
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Last Duel US Gold 77% **47** (30)
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Licence To Kill Domark 77% **53** (69)
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Lords Of The Rising Sun Cinemaware/MNirrorsoft 80% **51** (58)

Major Motion Microdeal 54% **44** (201)
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Mickey Mouse Gremlin 85% **47** (30)
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Millennium 2.2 Electric Dreams 90% **51** (71)
Mindbender Gremlin 77% **58** (74)
Mini Golf Gremlin 52% **48** (25)
Moonwalker US Gold 61% **57** (10)
Motor Massacre Gremlin 35% **48** (74)
Motorbike Madness MAD 28% **44** (188)
Mr Heli Firebird 60% **54** (69)
Munsters Again Again 46% **48** (23)

Nebulus Hewson 97% **44** (170)
Netherworld Hewson 83% **45** (104)
New Zealand Story, The Ocean 90% **52** (71)
Ninja Warriors Sales Curve/Virgin **57** (67)
No Excuses Arcana 19% **47** (84)
North And South Infogrames 90% **56** (69)

Offshore Warrior Titus 31% **46** (66)
Onslaught Hewson 85% **58** (71)
Operation Thunderbolt Ocean 97% **57** (14)
Operation Wolf Ocean 66% **47** (76)
Out Run US Gold 41% **46** (77)

Pacland Grandslam 52% **50** (39)
Pacmania Grandslam 93% **45** (94)
Pandora Firebird 87% **43** (80)
Peter Beardsley International Soccer Grandslam 47% **42** (82)
Phantasm Exocet 52% **42** (80)
Phobia Imageworks 73% **53** (78)
Pictionary Domark 75% **57** (71)
Pioneer Plague Mandarin 86% **46** (76)
Populous Electronic Arts 94% **48** (21)
POW Actionware 69% **45** (101)
Power Drift Activision 65% **57** (71)
Powerdrome Electronic Arts 93% **50** (38)
Powerplay Arcana 82% **43** (75)
Pro Tennis Tour Ubi Soft 88% **55** (74)
Purple Saturn Day Exxos 89% **47** (76)

Quadralien Logotron 37% **43** (81)
Questron II SSI/US Gold 80% **47** (46)

Rainbow Islands Firebird 92% **53** (18)
Real Ghostbusters, The Activision 26% **51** (77)
Realm Of The Trolls Rainbow Arts/US Gold 58% **49** (77)
Red Heat Ocean 62% **53** (71)
Revenge II Mastertronic 38% **44** (201)
Roadblasters US Gold 75% **49** (25)
RoboCop Ocean 92% **49** (78)
Rocket Ranger Mirrorsoft 94% **44**(**172**)
Rockford Melbourne House 54% **42** (86)
R-Type Electric Dreams 92% **48** (67)
Running Man Grandslam 40% **53** (70)
RVF Honda MicroStyle 70% **55** (70)

Sarcophaser Rainbow Arts 84% **43** (68)
Savage Firebird 71% **53** (78)
Scrabble Deluxe Leisure Genius 70% **43** (92)
Shadow Of The Beast Psygnosis 83% **56** (76)
Side Arms Go! 53% **46** (71)
Silkworm Random Access/Sales Curve 92% **49** (70)
SimCity Infogrames 96% **57** (78)
Sky Chase Mirrorsoft 78% **43** (86)
Sleeping Gods Lie Empire 75% **54** (80)
Soldier of Light Ace 79% **47** (86)
Sorcery Plus Virgin 14% **46** (72)
Space Racer Loriciels 51% **46** (66)
Spaceball Rainbow Arts/US Gold 13% **47** (78)
Space Harrier Elite 85% **48** (22)
Speedball Imageworks 91% **45** (93)
Spitting Image Domark 59% **47** (77)
Starglider II Rainbird 98% **42** (92)
Star Goose Logotron 37% **44** (188)
Star Ray Logotron 90% **43** (86)
Steve Davis Snooker CDS 75% **50** (32)
Stormlord Hewson 86% **56** (77)

Street Fighter Capcom 21% **43** (93)
Street Gang Players 9% **43** (98)
Street Sports Basketball Epyx 68% **44** (198)
Strider US Gold 96% **54** (78)
Stunt Car Racer MicroStyle 92% **56** (74)
Sub Battle Simulator Epyx 42% **43** (96)
Summer Olympiad Tynesoft 76% **44** (198)
Super Hang-On Activision 89% **48** (22)
Switchblade Gremlin 77% **58** (74)

Technocop Gremlin 34% **47** (31)
Thunderbirds Grandslam 86% **54** (10)
Thunderblade US Gold 80% **47** (74)
Thundercats Elite 68% **43** (100)
Tiger Road Capcom 76% **47** (85)
Time Scanner Activision 65% **52** (70)
Tom And Jerry Gremlin 27% **53** (74)
Toohin' Domark/Tengen 68% **58** (76)
Total Eclipse MicroStatus [illegible]
Tracers Microillusions [illegible]
Trivial Pursuit – A New [illegible] 2% **46** (71)
Turbo Out Run US G[illegible]
Turbo Trax Microdeal [illegible]
TV Sports Football M[illegible]
Twinworld Ubi Soft 78% **57** [illegible]

Vectorball MAD 48% **43** (98)
Vigilante US Gold 77% **49** (73)
Vindicators Domark 63% **52** (70)
Virus Firebird 84% **43** (102)
Vixen Martech 25% **43** (77)
Voyager Ocean 94% **49** (24)

Wanderer Elite 18% **48** (29)
War In Middle Earth Melbourne House 93% **49** (80)
Waterloo PSS 86% **52** (38)
Wayne Gretzky Hockey Mindscape/Bethesda Softworks 77% **52** [illegible]
Whirligig Rainbird [illegible] **43** (69)
Who Framed Roger Rabbit Activision/Buena Vista 27% **48** (17)
Wicked Electric Dreams **51** (76)
Willow Mindscape 7% **48** (73)
World Darts Mastertronic 54% **42** (86)
World Tour Golf Electronic Arts 20% **42** (82)

Xenon II Imageworks 97% **54** [illegible]
Xenophobe MicroStyle 62% **5**[illegible]
Xybots Domark/Tengen 83% [illegible]

Zak McKracken Lucasfil[illegible] **47** (71)
Zany Golf Electronic Arts [illegible]
Zoom Discovery Software [illegible] 89% **43** (89)
Zynaps Hewson 78% **44** (19[illegible]

GeeBee Air Rally Activision 57% **37** (18)
Gemini Wings Virgin 65% **53** (14)
Gemstone Healer SSI 81% **39** (44)
Geoff Capes' Strongman Challenge Martech 33% **13** (38)
Gerry The Germ Firebird 39% **12** (30)
Gertie Goose Reelax 14% **10** (92)
GFL Champion Football Activision 82% **27** (38)
Ghettoblaster Virgin 69% **3** (62)
Ghostbusters II Activision 39% **58** (18)
Ghost Chaser US Gold 63% **6** (107)
Ghost Hunters Code Masters 35% **47** (61)
Ghosts 'N' Goblins Elite 97% **17** (18)
Ghosts 'N' Goblins Encore 94% **44** (90)
Ghosts 'N' Goblins Encore 97% **54** (66)
Ghouls 'N' Ghosts US Gold 96% **57** (16)
Gilbert – Escape From Drill Again Again 40% **51** (13)
Give My Regards To Broad Street Argus Press Software 65% **1** (68)
Glider Pilot CRL 31% **2** (112)
Glider Rider Quicksilva 71% **20** (160)
Gods & Heroes Power House 84% **28** (1[illegible])
Go For Gold Americana 95% **15** (100)
Golf Construction Set Ariolasoft 79% **15** (40)
Golf Master Rack-It 45% **47** (64)
Goonies US Gold 67% **9** (34)
Gothik Firebird 44% **38** (14)
Graham Gooch's Test Cricket Audiogenic 73% **5** (105)
Grand Monster Slam Rainbow Arts 71% **51** (74)
Grand Prix Circuit Accolade 79% **48** (59)
Grand Prix Simulator Code Masters 59% **34** (93)
Grange Hill Grand Slam 19% **25** (92)
Great American Cross-Country Road Race, The Activision 77% **5** (108)
Great Escape, The Hit Squad 90% **58** (50)
Great Escape, The Ocean 89% **27** (104)
Great Giana Sisters Go!/Rainbow Arts 96% **39** (18)
Green Beret Imagine 93% **16** (16)
Greyfell Starlight 30% **27** (97)
Gribbly's Day Out Hewson 90% **3** (96)
Gribbly's Special Day Out Rack-It 89% **47** (62)
Groovy Garden Central Solutions 9% **16** (95)
Growing Pains of Adrian Mole Ricochet 30% **46** (92)
Growing Pains of Adrian Mole Virgin/Mosaic 82% **25** (98)
Gryzor Ocean 86% **38** (11)
Guadalcanal Activision 72% **34** (52)
Guerilla War Imagine 19% **46** (22)
Gunboat Piranha 20% **33** (33)
Gun Runner Power House 60% **30** (110)
Gunship (Disk) Microprose 94% **24** (16)
Gunship (Cassette) Microprose 72% **24** (16)
Gunsmoke GO! 15% **37** (76)
Gunstar Firebird 38% **27** (95)
Gutz Ocean 51% **38** (14)
Gyroscope Melbourne House 46% **10** (25)

Hacker Activision 87% **7** (24)
Hacker II Activision 88% **18** (37)
Hades Nebula Nexus 55% **28** (96)
Halls Of Montezuma SSG 78% **51** (62)
Halls Of The Things Firebird 88% **37** (88)
Hardball US Gold 93% **11** (32)
Harvey Headb[illegible] **22** (115)
HATE Gre[illegible]
Hawkeye [illegible]
Headcoac[illegible] **27** (40)
Head Over [illegible]
Heartland [illegible]
Heavy Metal [illegible] 97% **49** (87)
Helidrop Top Ten [illegible] (102)
Hellfire Attack Martech 48% **46** (20)
Herbert's Dummy Run Mikrogen 59% **4** (104)
Hercules Alpha Omega 92% **17** (122)
Hercules Gremlin 51% **40** (76)
Hero Firebird/Activision 86% **26** (26)
Herobotix Rack-It 87% **37** (92)
Hero Of The Golden Talisman MAD 78% **9** (83)
Hi! Bouncer Mirrorsoft 64% **3** (34)
High Frontier Activision 74% **31** (123)
Highlander Ocean 30% **22** (23)
Highway Encounter Gremlin Graphics 79% **20** (178)
Hillsfar US Gold/SSI 80% **50** [illegible]
Hocus Focus Quicksilva 70% [illegible]
Hole In One Mastertronic 38% **18** [illegible]
Hollywood Or Bust Mastertronic 46% **18** (24)
Hoodoo Voodoo Bug Byte 27% **18** (23)
Hopper Copper Silverbird 21% **44** (48)
Hopping Mad Elite 64% **40** (30)
Hostages Infogrames 66% **53** (16)
Hotshot Addictive 57% **42** (17)
Hot Wheels US G[illegible] 40% **18** (102)
Howard The Duck [illegible] 19% **22** (90)
How To Be A C[illegible]**tard** Virgin 33% **32** (150)
Human Killing [illegible] Gold 31% **49** (26)
Hunchback A[illegible] Software Projects 24% **3** (32)
Hunter Patrol [illegible] 7 (52)
Hunter's Moon Thalamus 92% **34** (69)
Hunt For Red October Grand Slam 81% **35** (28)
Hypaball Odin 36% **22** (77)
Hyberblob Firebird 80% **32** (1[illegible]7)
Hyperbowl MAD 54% **24** (103)
Hypersports Hit Squad 90% **57** (49)
Hypersports Imagine 90% **5** (14)
Hypercircuit Alligata 75% **2** (53)
Hysteria Software Projects 83% **30** (94)

I, Alien CRL 62% **34** (27)
Ian Botham's Test Match Cricket Tynesoft 32% **5** (104)
I, Ball Firebird 80% **27** (32)
I, Ball II Firebird 90% **35** (97)
Ice Palace Creative Sparks 72% **2** (110)
ICUPS Odin 49% **16** (104)
Ikari Warriors Elite 89% **35** (12)
IK+ System 3 93% **31** (12)
Imhotep Ultimate 20% **9** (15)
Impact Audiogenic 40% **37** (81)
Implosion Cascade 57% **32** (19)
Impossible Mission (Past Blaster) US Gold/Epyx 95% **25** (68)
Impossible Mission US Gold 96% **38** (20)
Incredible Shrinking Sphere Activision 91% **46** (72)
Indiana Jones & The Temple Of Doom US Gold 41% **32** (141)
Indoor Sports Advance 58% **24** (104)
Indy: The Action Game US Gold 72% **55** (16)
Infiltrator US Gold 92% **16** (108)
Infiltrator II US Gold 61% **39** (11)
Infodroid Beyond 79% **22** (86)
Inner Space Interactive 44% **53** (15)
Inside Outing The Edge 85% **34** (70)
Inspector Gadget Melbourne House 9% **33** (163)
Intensity Firebird 75% **43** (112)
International Basketball Commodore 92% **2** (77)
International Karate System 3 91% **14** (20)
International Rugby Simulator Code Masters 39% **46** (90)
International Soccer CRL 86% **39** (76)
International Team Sports SportTime/Mindscape 40% **54** (14)
International Tennis Commodore 86% **4** (90)
Into The Eagle's Nest Pandora 90% **25** (26)
IO Firebird 80% **35** (80)
IQ Nu-Wave 84% **27** (90)
Iridis Alpha Hewson/Llamasoft 95% **18** (108)
Iron Lord Ubi Soft 75% **58** (70)
It's A Knockout Ocean 34% **22** (85)
Iwo Jima PSS 39% **13** (81)
I-Xara Power House 13% **41** (108)

Jack Attack Commodore 58% **1** (58)
Jack Charlton's Match Fishing Alligata 70% **4** (42)
Jackle & Wilde Bulldog 29% **30** (111)
Jack Nicklaus' Greatest 18 Holes Of Major Championship Golf Accolade 55% **51** (14)
Jack The Nipper Gremlin Graphics 75% **19** (33)
Jack The Nipper Kixx 85% **54** (65)
Jack The Nipper II Gremlin Graphics 72% **33** (20)
Jail Break Konami 30% **24** (31)
Jeep Command Bug Byte 82% **19** (25)
Jet Bike Simulator Code Masters 39% **47** (72)
Jet Boys CRL 52% **35** (20)
Jet Set Willy II Software Projects 24% **4** (100)
Jet Set Willy – The Final Frontier Ricochet 63% **46** (92)
Jet Strike Mission Alpha Omega 4% **17** (114)
Jinks GO! 48% **34** (74)
Jocky Wilson's Darts Challenge Zeppelin 73% **47** (64)
Joe Blade Players 92% **31** (133)
Joe Blade II Players 38% **44** (42)
Johnny Reb II Lothlorien 82% **19** (43)
Jonah Barrington's Squash New Generation 70% **3** (72)
Jordan Vs Bird Electronic Arts 32% **47** (20)
Journey To The Centre Of The Earth Rainbow Arts/US Gold 20% **49** (74)
Judge Dredd Melbourne House 13% **22** (92)
Jumpin' Jimmy Midas Marketing 27% **26** (27)
Jump Jet Anirog 42% **4** (92)

Kane Mastertronic 63% **11** (25)
Kane II Mastertronic 33% **41** (112)
Karate Champ Americana 52% **27** (27)
Karateka Ariolasoft 80% **7** (102)
Karnov Electric Dreams 13% **39** (74)
Katakis Go!/Rainbow Arts 93% **42** (12)
Kat Trap Streetwise 55% **28** (32)
Kayak Creative Sparks' Sparklers 61% **5** (70)
Kendo Warrior Byte Back 82% **55** (51)
Kennedy Approach US Gold 83% **5** (106)
Kettle Alligata 35% **21** (160)
Kick Off Anco 37% **56** (70)
Kik Start Mastertronic 90% **3** (42)
Kik Start II (128) Mastertronic 96% **16** (98)
Kikstart II Mastertronic 86% **29** (105)
Killed Until Dead US Gold 88% **27** (98)
Kinetik Firebird 56% **26** (92)
Knight Games English Software 90% **17** (30)
Knight Games II English Software 61% **36** (23)
Knightmare Activision 66% **34** (18)
Knightmare Ricochet 68% **46** (93)
Knights Of The Desert US Gold/SSI 79% **14** (40)
Knight Rider Ocean 16% **18** (30)
Knight Tyme MAD 80% **41** (112)
Knockout Alligata 31% **3** (62)
Knucklebusters Melbourne House 56% **23** (19)
Kokotoni Wilf Encore 77% **51** (28)
Koronis Rift Activision 96% **9** (8)
Krakout Gremlin Graphics 55% **24** (38)
Krakout Kixx 60% **43** (129)
Kromazone MAD 72% **33** (179)
Kung-Fu Master US Gold 79% **11** (31)

Labyrinth Activision/Lucasfilm 50% **23** (18)
LA Crackdown US Gold/Epyx 61% **42** (18)
Land Of Neverwhere Power House 59% **31** (134)
Lands Of Havoc Microdeal 36% **4** (44)
Laser Squad Blade Software 83% **53** (40)
Last Duel Capcom/US Gold 72% **49** (69)
Last Mission US Gold 49% **30** (99)
Last Ninja System 3 94% **28** (104)
Last Ninja II System 3 94% **41** (16)
Last V8, The MAD 37% **9** (21)
Las Vegas Casino Zeppelin 34% **50** (56)
Laurel & Hardy Advance 17% **30** (92)
Law Of The West US Gold 78% **12** (22)
Lazer Force Code Masters 32% **30** (111)
Lazer Tag Go! 22% **39** (17)
Lazer Wheel Mastertronic 31% **25** (85)
Leader Board Kixx 90% **44** (91)
Leader Board US Gold/Access 97% **15** (19)
Leader Board (Executive Edition) US Gold/Access 72% **24** (36)
LED Storm Go!/Capcom 94% **47** (14)
Lee Enfield Infogrames 8% **38** (25)
Legacy Of The Ancients Electronic Arts 61% **31** (103)
Legend Of Kage Imagine 63% **22** (110)
Legend Of Sinbad, The Superior Software 60% **19** (115)
Legend Of The Amazon Women US Gold 49% **16** (94)
Leviathan English Software 41% **24** (40)
Licence To Kill Domark 80% **53** (69)
Lifeforce CRL 58% **34** (26)
Light Force Faster Than Light 87% **22** (128)
Light Force Rack-It 78% **44** (92)
Little Computer People Ricochet 82% **49** (86)
Little Computer People Discovery Kit Activision 97% **7** (8)
Little Green Man Bug Byte 52% **35** (102)
Live and Let Die Domark 70% **46** (26)
Living Daylights Domark 57% **29** (99)
Lode Runner Ariolasoft 88% **2** (73)
Lords Of Conquest Electronic Arts 86% **32** (60)
Lords Of Midnight, The Beyond 91% **1** (82)
Los Angeles SWAT Mastertronic 74% **22** (97)

MACH Starvision 48% **35** (30)
Madballs Ocean 40% **33** (29)
Mad Doctor Creative Sparks 40% **6** (119)
Mad Flunky Alternative 69% **46** (93)
Mad Nurse Firebird 32% **20** (132)
Magic Madness Anco 58% **24** (113)
Mag Max Imagine 39% **28** (95)
Magnetron Firebird 67% **36** (85)
Mama Llama Llamasoft 59% **1** (116)
Maniac Mansion Activision 93% **32** (13)
Mandroid CRL 25% **36** (81)
Manic Miner Mastertronic 95% **50** (57)
Marauder Hewson 66% **40** (27)
Marble Madness Ariolasoft 40% **20** (170)
Mario Bros Ocean 55% **27** (25)
Mask Gremlin Graphics 63% **33** (20)
Mask II Gremlin Graphics 36% **34** (74)
Masterblaster Zeppelin 37% **47** (63)
Master Chess Mastertronic N/A **23** (93)
Master Of The Lamps Activision 58% **1** (124)
Masters Of The Universe (Movie) Gremlin Graphics 57% **35** (19)
Masters Of The Universe (Movie) Kixx 61% **54** (66)
Masters Of The Universe (Toy) US Gold 44% **26** (20)
Matchday II Ocean 90% **34** (12)
Max Headroom Quicksilva 60% **15** (27)
Max Torque Bubble Bus 70% **28** (18)
Mazemania Hewson 40% **58** (10)
Mean City Quicksilva 51% **31** (20)
Mean Streak Mirrorsoft 71% **33** (165)
Mega Apocalypse Martech 90% **30** (26)
Meganova Alternative 32% **58** (50)
Menace Psyclapse 49% **47** (20)
Mercenary Novagen 98% **11** (16)
Merlin Creative Sparks' Sparklers 55% **5** (108)
Mermaid Madness Electric Dreams 78% **15** (38)
Metabolis Gremlin Graphics 50% **9** (31)
Metrocross Kixx 60% **43** (128)
Metrocross US Gold 53% **28** (89)
Metropolis Power House 42% **40** (87)
Miami Dice Bug Byte 72% **19** (136)
Miami Vice Ocean 30% **18** (103)
Mickey Mouse Gremlin 72% **41** (122)
Microball Alternative 73% **32** (138)
Microleague Wrestling Microprose 59% **38** (82)
Microprose Soccer Microprose 90% **46** (25)
Microrhythm Firebird N/A **20** (124)
MiG Alley Ace US Gold 54% **5** (38)
Milk Race Mastertronic 34% **28** (35)
Mind Pursuit US Gold/Datasoft 69% **19** (146)
Mini Golf Gremlin 57% **48** (25)
Mini-Putt Accolade 78% **35** (15)
Mission Ad Odin 80% **17** (118)
Mission Elevator Micropool 84% **17** (24)
Mission Genocide Silverbird 66% **43** (127)
Molecule Man Mastertronic 69% **22** (100)
Monster Trivia US Gold 53% **5** (84)
Montezuma's Revenge Databyte 83% **20** (154)
Monty On The Run Gremlin Graphics 90% **6** (16)
Moebius Microprose/Origin 48% **31** (101)
Moon Cresta Incentive 63% **2** (72)
Moon Shuttle Americana 13% **15** (108)
Moonwalker US Gold 60% **57** (10)
More Adventures Of Big Mac The Mad Maintenance Man Mastertronic 79% **2** (54)
Morpheus Rainbird 90% **31** (18)
Morphicle The Transforming Car Power House 58% **30** (111)
Motor Massacre Gremlin 28% **48** (74)

Cor Blimey!

THE BUDGET BIT!

MOUNTAIN BIKE RACER

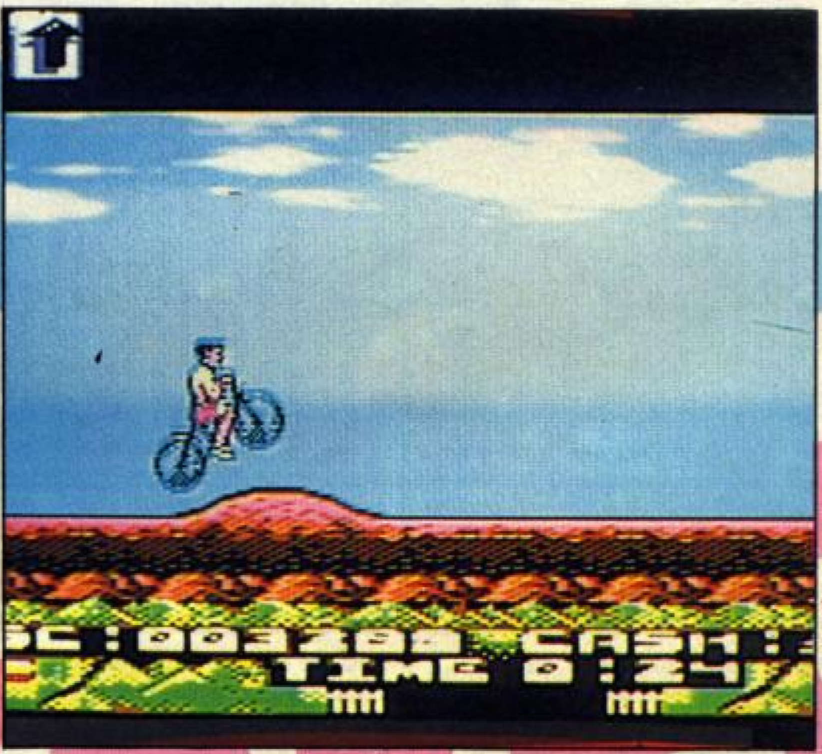
Zeppelin, £2.99

Do you ever get a sense of déjà vu? Do you ever get a sense of déjà vu? Well, following last month's *Pro Mountain Bike Sim* from Alternative comes Zeppelin's *Mountain Bike Racer* — oh, what an original idea; why don't they do something exciting like 'Pro Mountain Challenge Turbo Bike Racing Ninja... Sim'?!

Oh well, this is much like the Alternative effort with your bike travelling through a horizontally scrolling obstacle course. You must jump over things like tyres, and go fast enough to get up hills, but slow down so you don't slip off muddy downslopes. Now I may be wrong, but I thought the whole point of mountain bikes was to go easily over tough terrain. However, in this 'sim' the slightest little thing can cause the rider to fall off — perhaps he's just got a poor sense of balance! Anyway, hitting the ground every five seconds is frustrating, but if you manage to stumble to the end of the first level, you can spend your prize money on some useful extras like fat tyres, ice chains, and a puncture repair kit.

Simplistic and irritatingly tough, the game lacks *Pro Mountain Bike Sim*'s neat two-player mode and playability, and apart from some fairly attractive graphics is totally inferior in every way. Steer well clear.

OVERALL 24%





IKARI WARRIORS

Encore, £2.99
(Rerelease)

This neat conversion of the SNK coin-op narrowly missed a Sizzler when it was reviewed in Issue 35.

In this vertically scrolling shoot-'em-up, one or two commandoes bravely venture into enemy territory, using their guns and limited supply of grenades against hordes of soldiers, gun turrets, tanks, and helicopters. Some dying enemies leave behind flashing tokens which, depending on their colour, replenish ammo, increase gun range, or act as a smart bomb.

An additional hazard is the presence of land mines which only show up when the player is almost on top of them. But handily there are also enemy tanks carelessly left lying around for you steal. These can be used to squash enemy soldiers, and also protect you against bullets — unfortunately they have only limited fuel: when it runs out, they blow up!

Ikari Warriors is a fun shoot-'em-up, especially with the simultaneous two-player mode — although it's made more difficult by the fact that you can shoot each other! Unlike say, *Commando*, the action is more tactical than reaction-testing with success only possible by taking your time, picking off enemies one by one. But the desire to get a bit further each time should keep you playing, and despite its dated, blocky appearance *Ikari* is an addictive blast from the past.

OVERALL 83%

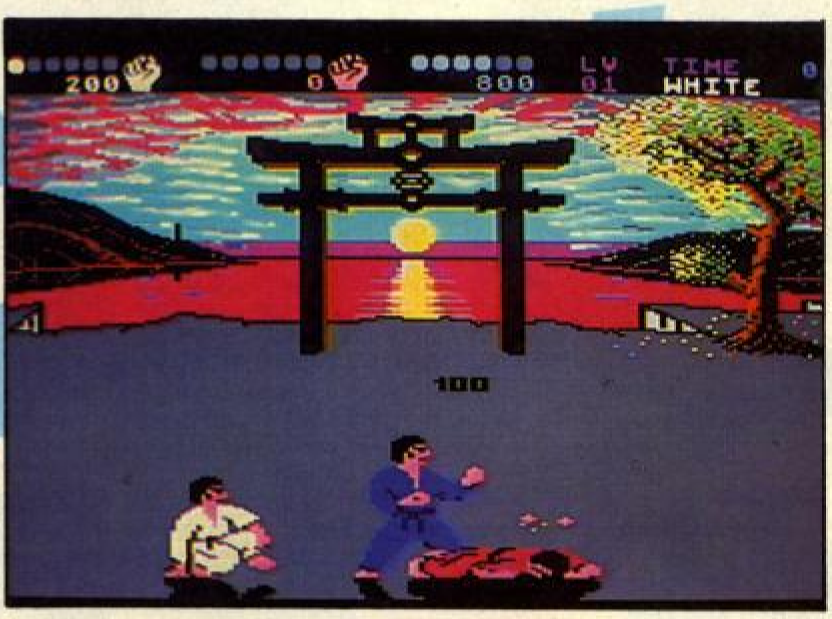
IK+
Hit Squad, £2.99 (Rerelease)

The major innovation in this follow-up to *International Karate* was the addition of a third opponent, controlled either by the computer or a second player.

Access to the various martial arts moves (including flying kick, head butt, and a sensational split kick) is via the usual combination of direction with or without fire pressed. One or two points are scored for knocking down either of your opponents, depending on how good the move was.

The round ends when one fighter scores six points, or when the time runs out, in which case the fighter with the highest number of points wins the round. Whichever fighter has the lowest number of points is knocked out of the game, so even if you finish second, you're still in. However, if the two losing fighters have equal points, they both stay in.

After every two rounds, there's a bonus section where each fighter, in turn, uses a shield to deflect balls which bounce on from both sides of the screen. The round ends when he's hit or if he successfully manages to deflect all the balls — a very difficult task indeed.





IK+ must stand as the best beat-'em-up ever made. It's almost too good to be true with beautifully animated fighters, great oriental music and FX, and a superb two-player mode. The action is fast and furious with an extra dimension added by the third opponent. The computer fighters are fairly tough to beat and if it's too easy (or hard) you can alter the speed of play. Even the bonus round is immensely playable and over quick enough not to interrupt the great beat-'em-up action too much (unlike the painfully slow Spectrum version!).

The desire not just to get a high score, but to improve your karate belt colour will keep you playing this timeless classic for ages — it hasn't dated at all in the two-and-a-half years since its original release. If you overlooked it first time around, at a mere £2.99 you simply can't afford to miss it now.

OVERALL 97%

WORLD SOCCER
Zeppelin, £2.99

Guess what, Brian, it's another of them football manager doobries, and a bugged one at that. You get to manage any of the teams in the 'world soccer league' — including such famous names as 'Hamiton' and 'Suttgart'! — and inevitably inherit a side of total no-hopers.

The first thing to do is to pick your first eleven plus a couple of subs for the match. Irritatingly, the list of players (with position, age, fitness, speed, and ability attributes) is divided up into three separate screens for defence, midfield, and attack — so you have to keep flicking through them repeatedly to select the team.

Select the whistle on the attractive icon-driven menu screen and you can play your first match. For some reason, as manager, you aren't actually at the match and can only watch half and full time highlights on Zep TV. A commentary scrolls up, consisting of about a dozen predictable phrases — to describe a goal or near miss — along with the time of occurrence. To add to the excitement you even get the option to put on your subs — but only at half time!

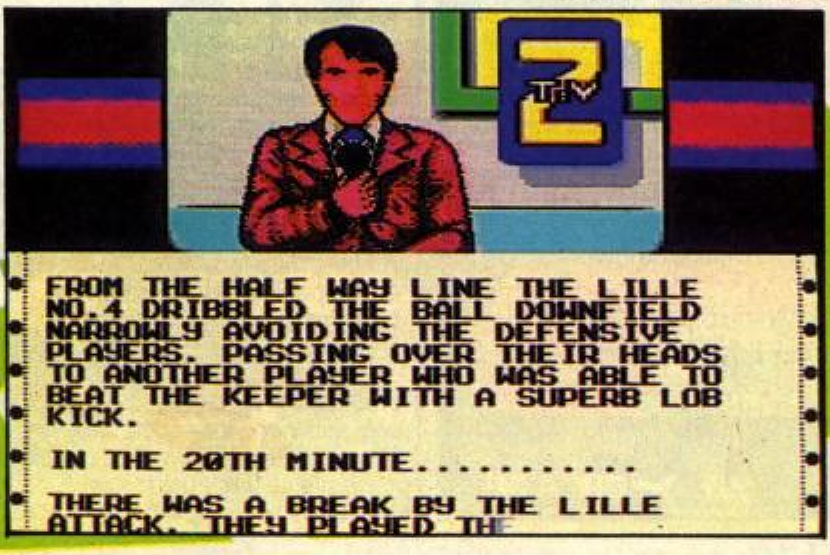
At the end of the game you get the totally unpredictable final result. I say 'unpredictable' because the programmer is obviously innumerate as the final score often bears no resemblance to what happened during the match — once, I was losing 1-0 at half time, and ended up winning 3-0! In addition, penalties seem to count AGAINST the team that scored them!

After losing 6-0 you may want to sell a few dud players and buy some better ones. Your scout, who looks suspiciously like Bobby Robson, looks out for the best players on the market, and invariably comes up with some old codger with the speed and skill of a paraplegic tortoise — it *is* Bobby Robson!

Also on the menu screen are the bank manager (although there are never any decent players to spend a loan on) and the medic (for some reason the players are particularly susceptible to groin strains).

So there you have it: a simplistic but fairly playable footy management game almost totally ruined by some incredible bugs. It just isn't football, Brian.

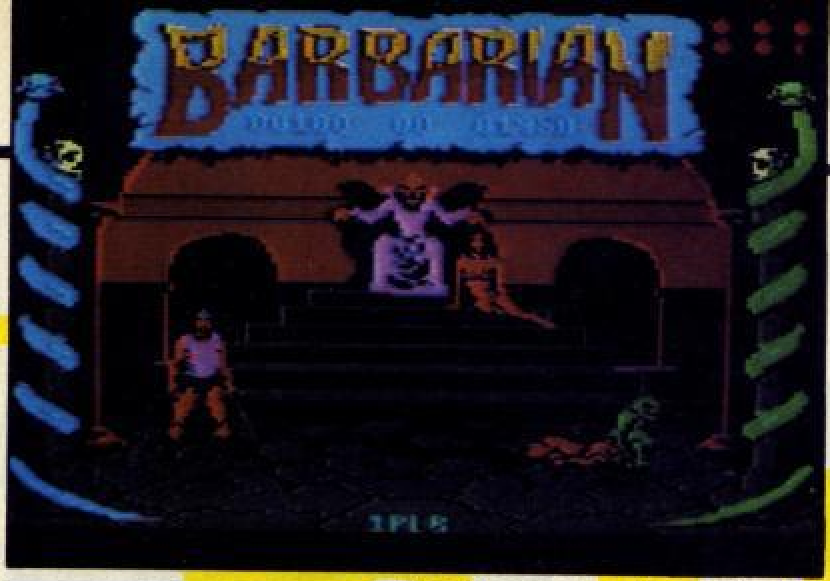
OVERALL 34%



PLATOON
The Hit Squad, £2.99 (Rerelease)

A cover game back in early '88 the Sizzler game of the Oliver Stone film enters the budget jungle to 'pacify' the opposition. Split into six stages the game follows the progress of a US platoon through the Vietnam jungle, searching for explosives and a village, investigating a VC tunnel network, fighting off swarms of VC at night, racing





BARBARIAN
Klassix, £9.99
(Rerelease)

This is the game which finally established Psygnosis as masters of gameplay, as well as presentation. Hegor the Barbarian has sworn vengeance on the evil wizard Necron, the killer of his father. His quest begins outside Necron's lair, a flickscreen fortress complete with a dragon, heavily muscled soldiers, dogmen, monkey-like savages, and plenty of vicious traps.

To cope with this challenge, Hegor has been given an unusually large array of actions: walking, running, leaping, attack, retreat and so on. Selecting these is best done by using the mouse to click on icons at the bottom of the screen. It sounds and plays unusually. Typically you'll have Hegor walk onto a screen, swiftly move your cursor to an action (ie jump) and wait until he's in the right position, then press fire and move the cursor to the next option. Timing is just as important as in most arcade adventures, but with a complex set of traps and many different monsters you need to do a lot of thinking too. Since there's no save option, and little warning of a lethal trap, this can be very frustrating. But once you work out how to get past a particularly vicious room the feeling of satisfaction is great, and makes it all worthwhile.

Of course, the most commented upon aspect of the game is its graphical excellence. Upon its release *Barbarian* set a new standard in graphics, which even today few games can match. While animation is a little jerky, the detail and variety of graphics is superb. Sampled sonics further add to the atmosphere, making this a compulsory buy.

OVERALL 88%



SAMURAI TRILOGY
Kixx, £2.99
(Rerelease)

This old Gremlin martial arts effort earned a massive 29% back in Issue 27, so I wasn't expecting much — but I was surprised; surprised it got such a high rating!

The game sounds great on paper: you can fight using three different (well, that's what it says in the inlay!) combat techniques, chose training routines, and make tactical decisions between each round of the fight (allocating five points to offensive/defensive skill, speed, stamina, or strength). By fighting various opponents you can improve your skills in a bid to become a Samurai, and can even save your character to tape.

So what's the problem? Well basically, it's the pathetic 'beat-'em-up' gameplay. No matter which discipline you're fighting in, you only get to choose from half a dozen possible moves.

And unless you switch off the grating oriental music in favour of 'clicking' FX, you can't even tell if you're hitting your opponent — the only time anyone gets knocked down (ie, turns into a crumpled blob on the ground) is when he's completely defeated. Otherwise, the two fighters just shuffle around, flinging assorted arms and legs in the air, apparently performing some strange oriental dance instead of trying to beat each other up!

We at ZZAP! are great fans of oriental fare (witness the brilliant *IK+*) but this is one Chinese dish even the dustmen refused to take away!

OVERALL 18%

through the jungle before it gets napalmed, and facing a final conflict with the mad Sergeant Barnes.

One of the trickier films to convert, *Platoon* stands out from the normal *Rambo*-esque games due its attempt at bringing out the morality and futility of the Vietnam war. As such it's a gritty, well presented, highly atmospheric combat compilation of strong mini-games. Each mini-game is a very strong, playable challenge with separate, well crafted soundtracks for each load and excellent use made of downbeat, jungle colours. All this creates a superb mood to the game and ranks as one of the most polished and slickly produced movie tie-ins yet. *Platoon* was a great value for money package at full price, at £3 now it really is an essential purchase.

OVERALL 90%



MARAUDER
Kixx, £2.99
(Rerelease)

Automatic defences have got themselves a bad name in computer games from *Citadel* to *Tau Ceti*, causing more trouble than their long-dead owners ever did. In *Marauder* they guard the planet Mergatron, and its incredible treasure — the Jewels of Cyzmandius. You aim to return this stolen property to its rightful owners with the aid of your battlecar.

The first level is set in the countryside, complete with palm trees, rivers and lots of defence hardware. A variety of electrohoverers home in one you, firing bullets while fixed defences fire bullets plus homing missiles. Beacons flash various colours and can be very useful: according to their colour when shot they give you extra smart bombs, lives, and temporary invulnerability. But beware; they can also jam your laser gun, reverse the controls, and take a life!

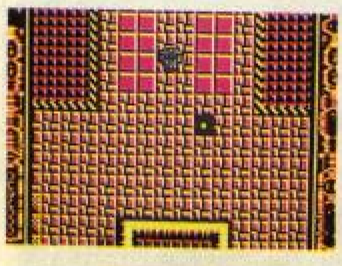
Level two takes place with the play area suspended over a parallax-scrolling floor below, while level three seems almost like a runway overrun with defence equipment. After this the scenery wraps around on the levels.

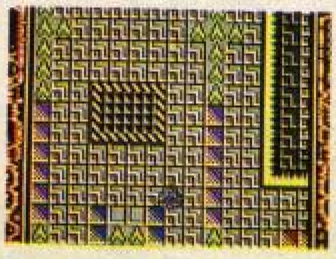
This is, of course, the very first product from the *Turbo Out Run* team of Mark Kelly and Steve Crow. But back in August '88 *Marauder* met with disappointment (and 66%) from a ZZAP! team accustomed to only the highest quality from Hewson. Gordon Houghton disliked the high difficulty level, while Paul Sumner complained about the lack of originality. At a budget price the presentation — especially sonics — become more impressive, but the gameplay remains disappointing. However, if you're the patient type and like to slowly work out an attack pattern against frustratingly tough enemies this might be worth a look.

OVERALL 62%









The Snare: a twenty-level deadly maze built in a temporal cavity by billionaire Andre Thelman who ten years ago entered his creation with his most valued possession — and died.

The hunt for the mystery treasure has turned into the hottest vid game show on earth as contender after contender dies trying to crack the maze's secrets. Will you succeed?

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So, Max Holmes of Cambs and Gareth 'Road Runner' Knight of Essex both think I'm a weed? Surely not when I drink 20 litres of Paraquat as an apéritif!
And this month we're not without a cheeky cheat. Damon Hicks reckons he got a massive 2,267,830 on C64 *Batman*. To 'prove' it he even sent in a Polaroid of the screen. I showed it to Rob H who immediately started laughing hysterically at the ridiculously high number of Batlives on-screen — who's been using a cheat mode then?!

However, I must apologize to Russell Whiff of Australia as I mistakenly misnamed him Whipp (how embarrassing!) when he got a *Wizball* high score. He also says his sister Alison helped him to attain it and beat him up when he claimed it was all his own work!

4TH DIMENSION (Hewson)
Cyberdyne Warrior
17,835 Phil King, ZZAP! Towers
15,125 Stuart Wynne, ZZAP! Towers
14,925 Rob H, ZZAP! Towers

Head The Ball
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29,220 Phil King, ZZAP! Towers
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Mission Impossibubble
82,500 Stuart Wynne, ZZAP! Towers
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Insects In Space
108,070 Rob H, ZZAP! Towers
34,730 Stuart Wynne, ZZAP! Towers
18,690 Phil King, ZZAP! Towers

ARMALYTE (Thalamus)
60,927,900 Rob Ellis, Transmission Software
59,672,200 Col & Grinny, Rochdale, Lancs
35,477,900 Andrew Rawley, Billericay, Essex

BARBARIAN II (Palace)
575,000 Lee Tanner, Basildon, Essex
350,560 Mirko Lorenzetti, Gorla Maggiore, Italy
337,450 Greg Macdonald, Glasgow

BATMAN: THE MOVIE (Ocean)
1,478,470 Niall Hatch, Killiney, Co Dublin
950,300 Jonathan (Bat) Kempton, Bordon, Hants
925,760 Crispin Batstone, Elmesthorpe, Leics

(Amiga)
534,128 (Completed) Jamie Aldron, Manselton, Swansea
503,410 (Completed) Mark Cottle, Mannings Heath, W Sussex
490,740 (Completed) Martin Lear, Shelley, W Yorks

BUBBLE BOBBLE (Firebird)
9,384,260 Ian Moglan, Somewhere
8,693,110 Phil Hutchinson, Heage, Derbyshire
8,692,430 Richard Pembridge, Wirral, Merseyside

BUGGY BOY (Elite)
152,360 Ian Moglan, Somewhere
149,930 Shane McElroy, Newry, N Ireland
149,640 Robert Pascoe, Truro, Cornwall

(Amiga)
151,930 Laurenço Castro, Northolt, Middx
93,070 John Farrow, Barrowfield, Lancs

CABAL (Ocean)
208,615 (Completed) Chris Campbell, Nottingham
166,720 'Mad Man Mark' Ashton, Manchester

CHASE HQ (Ocean)
10,104,089 (Completed) Craig Dilon, Scotland
5,101,788 Paul Taylor, Nottingham
5,096,249 Paul Baker, Holmes Chapel, Cheshire

(Amiga)
9,999,999 (Completed) Martin 'The Mittin' Calladine, Reading
7,240,560 (Completed) Casey Gallacher, Reading
2,233,850 Daniel Besser, Bletchley, Bucks

CITADEL (Electric Dreams)
1,445,479 (Completed 12 times!) Björn Halen, Helsinki, Finland
1,237,750 Mark Clements, Kettering, Northants
745,920 Andrew Roberts, St Helens, Liverpool

CYBERNOID (Hewson)
276,400 Dean 'SJT' James, West Bromwich, W Mids
238,430 Donovan James, West Bromwich, West Midlands
209,025 Mirko Lorenzetti, Gorla Maggiore, Italy

DARK SIDE (Incentive)
6,520,420 (Completed) Martin Lear, Shelley, W Yorks
6,130,726 Kuddly Bix, York, N Yorks
5,860,626 Colin Fulton, Ayr, Scotland

E-MOTION (US Gold) (Amiga)
Level 29 (76,950) Rob And Phil, ZZAP! Towers
Level 7 (46,200) Wozza, TGM Towers

FIGHTER BOMBER (Activision) (Amiga)
(Missions completed/flown)
13/26 Supersonic Stu, ZZAP! Towers (F-15)
13/27 Mad Bomber Hogg, ZZAP! Towers (Viggen)

GHOULS 'N' GHOSTS (US Gold)
4,039,450 Mark Williams and Bryn Lawlor, Middlezoy, Somerset
4,020,100 Daniel Julien, London
2,005,850 Declan Guinan, Tallaghy, Dublin

HARD DRIVIN' (Tengen/Domark) (Amiga)
70,576 (Time — 1:37.99) Andrew Rowley, Billericay, Essex
41,445 (1:49.58) Stu Lindsell, Brentwood, Essex
30,280 (2:08) Rob H, ZZAP! Towers

KICK OFF (Anco) (Amiga)
Argentina: 26pts, 1st — Phil King, ZZAP! Towers
Brazil: 36pts, 1st — Paul Taylor, Billericay
England: 42pts, 1st — Matthew Thomas, Wellingborough; Trevor Haynes, Cramlington
France: 36pts, 1st — Trevor Haynes, Cramlington
Holland: 42pts, 1st — Matthew Thomas, Wellingborough; Arjen vd Wetering, Holland
Italy: 40pts, 1st — Matthew Thomas, Wellingborough
Russia: 42pts, 1st — Stephen Kennett; Matthew Thomas, Wellingborough; Jani Koskinen, Finland
Spain: 34pts, 1st — Trevor Haynes, Cramlington
W Germany: 36pts, 1st — Trevor Haynes, Cramlington

NEW ZEALAND STORY (Ocean)
Completed (513,100) Nicky Paulin, Torrington, Devon
Completed (378,600) Dean 'SJT' James, West Bromwich, W Mids
Completed (362,700) Dave 'Joe Bloggs' Fitzpatrick, Douglas, Isle Of Man

(Amiga)
Level 5-3 (422,516) Ged Keaveney, Shelley, W Yorks
Level 5-3 (389,436) R Pembridge, Upton, Merseyside
Level 5-2 (466,912) Marcus Taylor, Poole, Dorset

NINJA WARRIORS (Virgin)
161,170 (Completed) Steve Bellamy, Basingstoke, Hants

(Amiga)
120,600 Marcos 'The Muke' Simpson, Northwood, Middx
107,450 Roboninja Hogg, ZZAP! Towers
36,400 Daniel Besser, Bletchley, Bucks

OPERATION THUNDERBOLT (Amiga)
2,856,800 (Completed) Casey Gallacher, Reading
1,652,700 (Completed) Jamie Williams, Manchester
748,000 Philip Songhurst, Lewes, E Sussex

P-47 FREEDOM FIGHTER (Firebird)
(Amiga)
242,764 Phil King, ZZAP! Towers
152,700 Rob H, ZZAP! Towers

POWER DRIFT (Activision)
884,960 Phil Halliwell, Shotton Colliery, Co Durham
881,900 Johnny 'Well 'Ard' Smith, Bath, Avon
879,980 King Pooch, Chippenham, Wilts

RETROGRADE (Thalamus)
1,240,320 (Completed) Martin Coyle, Nottingham
1,148,865 (Completed) William Callaghan, Tipton, W Mids
861,290 (Completed) Peter Hills, Gravesend, Kent

RICK DANGEROUS (Firebird)
257,300 (Completed) Casey Gallacher, Reading
31,190 Simon Phillips, Greenfield

(Amiga)
744,550 (Completed) Casey Gallacher, Reading
9,760 Daniel Besser, Bletchley, Bucks

SAMURAI WARRIOR (Firebird)
3,850 Bret 'Cool' Crossley, Rothwell, Leeds
3,427 Richard 'I love Basildon' Archibald, Basildon
2,926 Karl Green, Acklam, Cleveland

STRIDER (Capcom) (Amiga)
1,077,500 Rafe Ball, Acton, London
307,000 (Completed) Daniel Purbrick, Bodmin, Cornwall
302,900 (Completed five times) Julio Riesco, Pensby, Merseyside

SWITCHBLADE (Gremlin) (Amiga)
133,090 Jimmy Gustafsson, Sweden

TEST DRIVE 2 (Accolade)
235,300 (Completed) Mike Vine, Dagenham, Essex

(Amiga)
392,432 (Completed) Matt Heaton, Berkhamsted, Herts
367,800 (Completed) Mark van Geijtenbeek, Heersum, Holland
263,104 (Completed) Carl Moyle, Stithians, Cornwall

TURBO OUT RUN (US Gold)
16,360,000 'Mad Man Mark' Ashton, Manchester
16,310,000 (Completed) Rob 'Road' Hogg, ZZAP! Towers
15,530,000 Johan 'The Joker' Jonkers, Venlo-Blerick, Holland

(Amiga)
48,669,257 Steven Bates, Askett, Bucks
22,343,833 Kieron Roland, Telscombe Cliffs, E Sussex
16,823,468 Steve Packer, Chelmsford, Essex

THE UNTOUCHABLES (Ocean)
91,160 Jason Lo, Radcliffe, Manchester
88,210 A Nonymous, Anonyville
87,305 Neal Todd, Warminster, Wilts

Cor! it's... ZZUP

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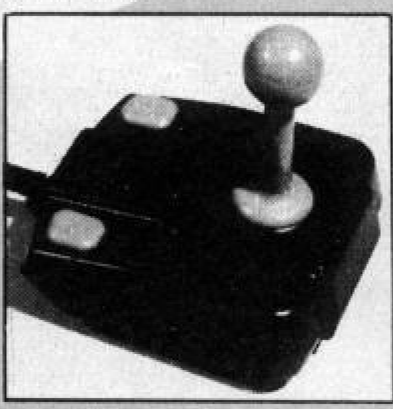
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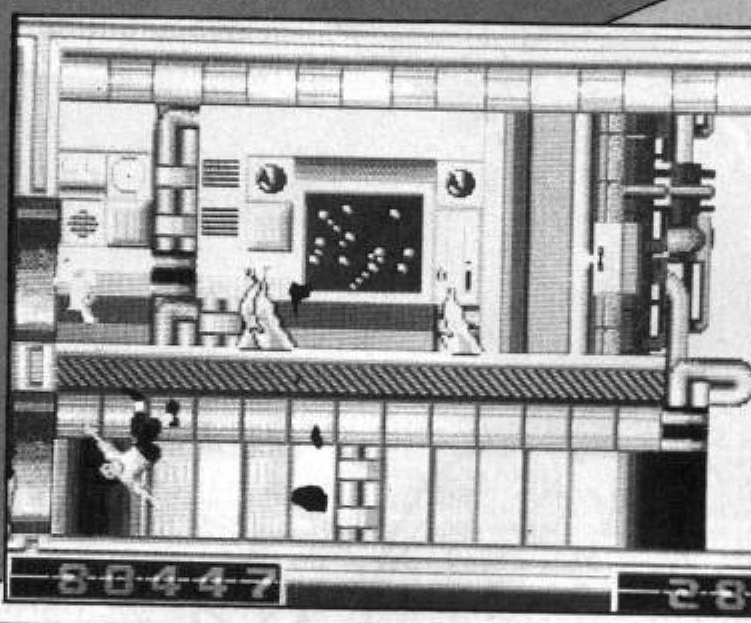
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NEW YORK

In the arcades of 1989 you'd have been hard pushed to find a more graphically impressive, immensely detailed game than Techmo's *Shadow Warriors.* Ninjas battling their way through modern day New York sounds a great idea, but what makes it really special is the incredible attention to graphic detail and all-round playability. Coin-op fan ROBIN HOGG paid a visit to Rotherham-based Teque to see how the home versions of *Shadow Warriors* were coming along.

Teque's *Shadow Warriors* team consists of three programmers: **Ivan Dimbleby** (C64), **Simon Paisley** (16-bit), and **Mike Talbot** (Z80). It's Mike who's been working on the artificial intelligence routines for all versions, developing them on the Z80 to be finally transferred across to the other machines. 'Along with us, up to three graphic artists at a time are working on the game,' Mike revealed.

With *Shadow Warriors* it seems graphics are all: 'There's something like two megabytes of graphics in the game, a ridiculous level of graphics and sonics – it's going to be two disks on the Amiga.' At that very instant Teque's personal *Shadow Warriors* coin-op began to run the fantastic attract mode.

'We're going to have that in the Amiga game!' promised Mike. This is difficult to believe if you've seen this stunning sequence but Simon is going all-out to try.

'We hope to convert everything else from the coin-op including the spelling mistakes (incert instead of insert, hotell, ice crem etc), even the "Winners Don't Use Drugs" logo which comes up before the game starts. There's also the coin-op cheat modes and ROM graphic tests which are planned to go in.'

It sounds a major task and as Mike pointed out, 'It's all dependent on time, we've been given 15 weeks to get it done and Ocean wanted it to be flash; the time limit is very tight.'

Teque were given the game to convert in Early December; a storyboard was produced by December 5th which, even in its simplest form, takes up 14 pages! It's a 'shoot-'em-up with shoes!' according to Mike. 'Actually, we sat down and worked out what was supposed to happen and discovered that it isn't as complex as it first seems. The game isn't about constantly using Ninja moves [as you'd expect], it's more about using selected moves at the right time. Strangely, the final guardian on the last level [a huge, sword-wielding Samurai] is the easiest of all to beat – leap behind him and you're guaranteed a hit on him every time. We changed that to make for a harder game of course!'

Apparently the coin-op's programmers were using weird code structuring: 'The coin-op stores the levels in a strange way. It begins with the street scene as usual, but then it has to bypass three other levels in memory before jumping back again to access the others. Obviously, the home computer versions will be a lot better organised in terms of coding!

'At the moment we're using a Beta test version of *Devpac* to write it and we're the first people to come

▼ **Left to right, we have Matt Furniss (musician), Mark Potente (graphics), Mark Edwards (graphics), Simon Paisley (Amiga programmer), Mike Talbot (Z80 programmer), and Ivan Dimbleby (C64 programmer).**



▼ **Fighting off the ninjas at the end of the level with test graphics at the bottom (64).**



TEQUE – THE DEVELOPERS

Teque may not have been around as long as some of the veteran development teams, but they're certainly one of the most prolific. Formed in 1987 by the familiar names of Tony Kavanagh, Peter Harrap, and Shaun Hollingworth, Teque have since worked on *Prison, Pac-Mania, Blasteroids, Toobin', Xybots, Thunderbirds, Passing Shot, Continental Circus, Chase HQ, Laser Squad,* and *Cyberball* to name just a few (!).

Currently the team are hard at work on *Manchester United Football Club, Scramble Spirits, Space Harrier II,* and a new version of *The Hunt for Red October* (to tie in with the forthcoming film) for Grandslam. *Klax* for Domark is also in the pipeline, as is a new *Rogue Trooper* game.

K KNIGHTS



▲ Backdrop for the night city level drawn with *OCP Art Studio* (64).



▲ Popping into the pool bar for a quick pint (Amiga).

up with a list of bugs [for the utility]!

'We should have the AI routines done first, although they were the hardest part to develop, taking 14 weeks. They're fairly simple to actually encode once they're constructed.'

With the Amiga version planned to include most of the features of the coin-op, the 64 version is up against some high hurdles. The actual arcade machine's routines were written in 68000 which made it easy to convert onto the Amiga, making things a bit difficult for the C64 programmer.

Ivan commented, 'The sprite machine is always a problem on the 64, it took a heck of a long time to write sprite routines – we use eight sprites if we can. If you use overlay [for more detail] you have all of four sprites, hence we're using bitmapped sprites, the sprites being moved on the X and Y co-ordinates.' Ivan loaded up some sprites, including the end level guys and backdrops. 'First time I've seen these!' he confessed, 'I don't know about the sprite size yet, they can be two sprites wide and up to a full screen in height (!). If you're chased by two BIG guys that's it though; any more would be too many – be grateful you've got those!'

Given that the backdrops are four colours they're looking good so far – the graphic artists have done well to capture it all. The Night City scene and the face of an old man on a wall are particularly atmospheric backdrops, created by **Mark Potente** (who did the graphics for *Toobin'*). The OCP Art Studio is being used for the graphics. 'It's the only thing to use,' Ivan claimed. 'Each sprite is 189 bytes with five per K – that doesn't leave much memory. The 64 is definitely the hardest version to program with up to eight sprites on screen. Previously the sprites were too big – they tended to catch the overhang easily – so they were shrunk to fit.

'I'm going to have two add-on sprites for the arm/leg in motion, effectively extensions of the bodies for punches, kicks etc.'

On the audio front, musician **Matt Furniss** has allocated around 5K for the C64's 3 tune aural accompaniment and sonic effects. The Amiga version has roughly 80K allocated to the tunes with three tunes, start/end-of-level jingles, and FX.

Hardware sprites are to be used with a vertical split to provide the illusion of very tall sprites. Unfortunately the two-player simultaneous mode will not be implemented; the restriction of eight sprites available horizontally means Ivan has had to opt for alternate play.

'Most of the coin-op program is graphics with a mass of memory used – 200k for the leading man alone. We've had to reduce the number of frames here and there. There's loads of men and other characters in there, we've even included the graphic bugs.'

Whereas the C64 version will adopt fairly traditional graphic techniques with a four-colour backdrop, the Amiga version will be constantly loading the backdrops (à la Virgin's *The Ninja Warriors*).

'The Amiga game isn't loaded in blocks – it's one constantly loading picture which took the programmers of *The Ninja Warriors* three months to perfect, but took us just seven days!! We pulled the graphics straight out of ROM, grabbing and selecting relevant graphics and recolouring them. The main character was originally too grey and we've now boosted the colour to blue, effectively "reverse engineering" the coin-op. It's amazing how few frames there are in each action.'

Regarding other people's programs, Ivan confesses to playing Mirrorsoft's *Chaos Strikes Back* ('utterly brilliant' is the quote he wants in the magazine), Infogrames' *Drakkhen*, and Domark's *Typhoon Thompson*. Mike also confessed, 'We've played THAT Ninja game and didn't like it'. But Ivan was less subtle about the whole thing: '*Ninja Warriors* is crap!' Yes, well . . .

Shadow Warriors is planned for an Easter release from Ocean on the C64 (£9.99 cassette, £14.99 disk) and Amiga (£24.99).

SHADOWY TECHNICAL DATA

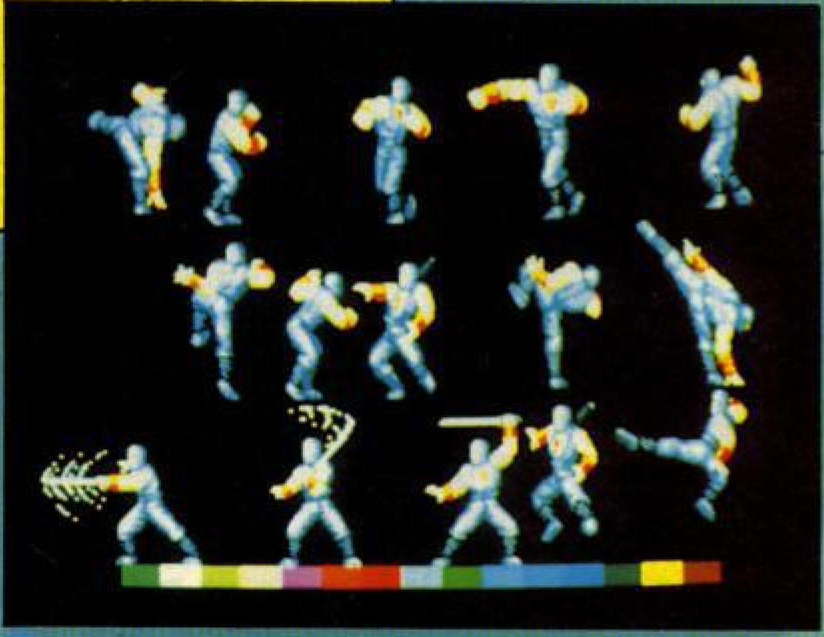
C64

Scrolling area: 304 x 152 pixels
Sprites on Screen: Six measuring 24 x 152 pixels and two measuring 24 x 21 pixels (the add-on body sprites)
Backdrops: 30K
Audio: 5K
Sprites: 25K (Main player has hi-res overlay)
End of Level Guardians: 48 x 110 pixels (final Guadian even bigger!)
All sprites are depth-keyed and multi-coloured.

amiga

All graphic, sonic and program data is heavily compressed to fit onto 2 disks.

Backdrops: 1,376,256 bytes
Sprites: 300,000+ bytes
Static Screens: 100,000 bytes
Code: 140,000 bytes
Audio: 80,000 bytes
Screen Size: (256 x 224) 32 colours
Sprites on screen: (16 x 16) 128
Background objects: (16 x 16) 20



▲ The main character's animation frames, ported across from the coin-op into the Amiga game.

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Atari 520ST, hardly used, unwanted gift. Will sell for £330 ono. Includes everything in ST Power Pack, but seventy pounds cheaper, plus ten, yes, ten!!! blank disks. Gosh, call Kelvin 0736 752730.

Amiga full 4 Meg RAM extension £250, normally £510, unused. Also 3.5" disks 55p each for 10, 50p for 100, 45p for 500, 40p for 1000. Write Robert, 63 North Avenue, Usworth, Washington, Tyne & Wear NE37 2LE.

Disk drive 1541, good order. Cartridge Mk5, Enhancement Disk plus 70 disks in disk box. Quiet stop fitted only £105 ono. Phone Stuart, Bath 334454.

Amiga 500 for sale, mint machine, many great games, still under warranty, four months old, two joysticks, all in good order, a bargain at £300. Phone Jamie on 061 775 1004. Hurry after 6pm.

CBM 64, 1541 disk drive, MPS 803 printer, data recorder, AR4 Pro, 100 disks, disk boxes, two joysticks, dust cover, manuals, good condition, £275. Tel. Blpool 0253 54653. Will separate.

LOOK! C64, disk drive, £200 of games, accounting package, RS232C, ROM Diary, Last Ninja II, Time And Magic triology etc., books and mags, £250 ono. Phone 0344 773009. Ask for Charles after 4pm.

C64, new model, VGC, loadsa games, data recorder, joystick, mags, manuals, poke cards, reset cartridge, mouse and cheese. Worth £530, sell £250 ono. Phone 01 802 2158 evenings.

CBM 64, 2 C2Ns, 4 joysticks, over £500 worth of games including Untouchables, S.Carracer, Batman (Movie), E. Hughes, Myth, Micro Soccer, Barbarian 2 and much more. £250 ono. Phone 0329 834218, ask for Mark or Lee. Hurry for a great deal!!!

C64c, perfect condition, C2N, leads, Cruiser joystick, manual, magazines, at least 100 original software titles from Bard's Tale to Batman Movie. Only £100, short term offer only. Tel. Richard on 01 603 8729.

Disk games for C64! Arcade, adventure etc. Bargain prices - all originals! Send SAE for list! (Includes Morpheus, Red LED, Giana Sisters, Wizball, Compilations, Captain Blood, Zork etc!!) Chris, 3 West Lane, Baildon, West Yorkshire BD17 5HD.

C64C, 1451c disk drive, £700 worth of software, C2N tape deck and 10 blank disks. Worth over £1000, will sell for £295. Tel. Michael on (0379) 852618. Action Replay Mk6 also included.

Every issue of Zzap except 29, 34, 35. Most in perfect condition. Offers in writing to John Alfred, 11 Lumn Road, Hyde, Cheshire SK14 2RN.

C64 plus disk and tape drive, Action Replay MkV Pro, joystick, over 200 games including Armalyte, Delta, Operation Wolf etc, all manuals, cheats. All in excellent condition, £200. Bucks. 06285 25392 after 5pm.

Amiga A500 with 1084S monitor and A501 RAM pack, Work Bench and software. Perfect condition £600 cash. Ring Lee on 095 92 2963.

C128 with tape deck, over 130 games including new titles like: Turbo Outrun, Batman, R-Type, Silkworm, Salamander, Last Ninja 1&2, L.E.D., Speedball, Operation Wolf, Robocop, Thunderbirds, Dominator etc. Phone Nigel on 0622 687401. £350 ono.

CBM 64C (boxed), C2N, over 40 original games. All excellent condition, approx one year old, hardly used. £70, complete bargain! Phone Adam (0423) 324108. Also, Amiga contacts wanted. Hi to Hybrid, Smorphoid and Tom Wright.

C64C, 1541 II disk drive, C2N plus tape and disk software inc. Pools, Curse and Hillsfar AD&D. All this and more for just £250 ono. Phone Mark on 01 656 7839 evenings.

C64 and accessories, more than £800 worth of games from old classics to new hits, Action Replay, two joysticks and lots more. Will sell for £250. Ring 01 883 8744 for details, ask for Carlton.

C64 for sale, excellent condition, power pack, tape deck, joystick, Music Maker, loads of games inc. Robocop, Time of Lore, Batman etc. and carry case. £120. Plus Action Replay Mk IV cartridge £25. Phone (0895) 55645.

PEN PALS

Amiga contacts! Fast and reliable only. Send disks, lists (Clayton), PO Box 139, Albion Park, N.S.W., Australia 2527 or (Jeff), 75 Cawdell Drive, Albion Park, N.S.W., Australia 2527. 100% reply. Don't forget that, hurry up!

Amiga contacts wanted, send disks/lists. Reply guaranteed. Write to Richard Tissington, 144 Baker Street, Alvaston, Derby DE2 8SD or phone (0332) 754155.

European male/female Amiga contacts wanted. Write with lists etc. to: Colin, Ave Henri Houssaye 16, 1410 Waterloo, Belgium. 100% reply guaranteed.

Amiga swoppers wanted, send disks and/or lists to Acres Way, Great Burches Road, Thundersley, Essex. 100% return. Rayleigh 770402.

Amiga contacts wanted world wide. Send disks or lists to Daz, 16 Vigo St, Oldham, Lanc's OL4 5HZ, England. Phone 061 665 1665.

Amiga contacts wanted. All letters and list answered. Send letters disk to Jim, 2 Ingelow Ave, Parson Cross, Sheffield or phone 401676 now?

C64 contacts wanted! Tape only to swap latest stuff, hints, tips etc. Please send lists, tapes to Brian McCarroll, 156 Manor Street, Belfast BT14, Northern Ireland. All letters get 100% reply. Write now! No lamers.

Amiga contacts wanted! Send lists; disks to: Remco, Spiekerbrink 30, 8034 RB, Zwolle, Holland (100%reply). Only fast responses please!!!!!!

You want a fast reliable Amiga contact. Look no further, write to the TEACHER, 4b Allen Ave, Bilgola Beach, 2107 NSW, Australia. 100% reply to disks/letters. No losers! G'day to all my contacts.

Amiga contacts wanted. No beginners please. 3.5" and 5.25" send to D. Ditchburn, 26 Lister Ave, Dunston, Tyne and Wear NE11 9ER, England. Now!!!

C64-disk contacts wanted for Swapping demos, routines etc. Write to Skate Or Die/ Power Slaves, Frode Langeland, Box 148, 5420 Rubbestadneset, Norway.

Amiga contacts wanted. Send disks to: James Stephenson, 8 Byland Close, Guisborough, Cleveland TS14 7AT or phone (0287) 36770 after 4pm (reply guaranteed).

Amiga contacts wanted to swap hints etc. Send disk and lists. 100% reply to Stephen Marwood, 18 Heatherway, Stanley, Co Durham DH9 7RW.

Amiga contacts wanted pref. in Europe. Write to Lars Michael, Sendergaard, Tulpenlaan 3, 1990 Hoeilaart, Belgium. 100% reply.

Wanted! C64 + Amiga contacts. All latest stuff, sorry disk only. Send disk/letter to Lee, 60 Maple Ave, Sandiacre, Notts. NG10 5EF, England. 100% reply.

C64/Amiga contacts wanted worldwide. Purpose: Swap disks only, new stuff. Send disk, lists and info to: Christian Gullaksen, Nipedalen 145, 5031 Laksevaag, Norway. Don't wait, write now!!!

C64 owner wants penpals all around the world to swap games. Disks only! Send disk/ letter to Martin Hoogendoorn, Middelburgsestraat 47, 4388 NS Oost-Souburg, The Netherlands. (All replied)

C64 disk contacts wanted. Send your lists and disks to: The Beaver, 6 Woodland Grove, Wath-on-Dearne, Rotherham, South Yorks. S63 7TG. 100% reply guaranteed. Disks get priority. Write now!!!

Amiga contacts urgently needed! Send lists and disks to: Leon, 55 Calverley Road, Kingsnorton, Birmingham B38 8PN, England. Write now! 101% reply!

Amiga contacts wanted, to swap hints, tips etc. beginners welcome. Send lists or disks to Wayne, PO Box 40, Whitehaven, Cumbria CA28 6YQ. 100% reply. Outside UK welcome.

C64 contacts wanted. Disk only. 100% reply. Also tape games for sale, reasonable price. Will send list to you when you contact me. Send to Anthony Millard, 23 Masefield Way, Rhydyfelin, Pontypridd, Mid Glamorgan CF37 5HD.

C64 freaks wanted, latest games. Write to Tom Horsfield, 11 Studley St, Kambah, A.C.T., 2902 Australia or send to David Malmbers, 15 Gallagher St, Kambah, A.C.T., 2902 Australia. Guaranteed replies world wide!

C-64 contacts wanted, worldwide to swap stuff, getting high? Yes O.K. write to moi : Mark, V.v. Goghlaan 34, 4907 PG, Oosterhout, Holland. No exclusions, even Germans. Send disks, 100% reply, lists are also wanted!!!

CBM 64 disk contacts wanted to swap all the latest software including demo's, graphics, music etc. For a 100% reply send disks or write to 'Computer World', 153 Farriers Corner, Westlands Estate, Droitwich, Worcs. WR9 9EX.

C64 contacts wanted disk or cassette. Send lists and letters or disks etc. to Jon Tasker, 159 Cross Green Lane, Leeds LS9 0BD, West Yorkshire, England. 100% reply and fast too. Why wait, demos wanted!

C64 contacts wanted for swapping latest stuff on disk. For a 101% guaranteed fast reply, send disk/list/letter to Jamie Howell, PO Box 14339, Kilbirnie, Wellington 3, New Zealand.

USER GROUPS

Kiwi Amiga freak wants to swap latest wares and own productions. Send disks, letters to Nick, 11 Engles Road, Shannon, New Zealand.

FANZINES

AMIGAZINE – The only totally independent Amiga fanzine, with news, reviews, previews, arcades, classifieds and loads more. Issue One totally free! So send a large SSAE to Amigazine, 29 Littleworth Hill, Hednesford, Cannock, Staffs. WS12 5NS.

MISCELLANEOUS

Earn ££££s simply and legally. For free info send SAE to Jason Li, 20 Lower Manor Lane, Burnley, Lancs. BB12 0EB. Don't miss the chance of a life time.

Pokes Galore! Need any pokes badly for your C64? We have over 650 tips and pokes. Enclose £1, SSAE and ten pokes you need to 12 Dudley Road, Brighton, E.Sussex BN1 7GN. Returned in days.

Earn up to £1000 a week using a simple financial method working in your spare time. For a free information pack send large SAE to Mr M. Ryley, 15 Longfellow Ave, Bolton, Lancs. BL3 3TH.

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Free Amiga PD! No catches! Join our new PD swap club. Send SAE with PD/games list to Alan, 99 Hampton Drive, Newport, Shropshire TF10 7RH NOW!!! Greetz to C2, NJ and all my other contacts.

FANTASTIC FULL COLOUR souvenir programmes, newspaper quality match reports and a dead good laugh are GUARANTEED if you join IAFOG, the footy PBM whose subscriptions QUADRUPLED in its fourth season. R. Stretton , 12 Ampleforth Gardens, Radcliffe M26 0PJ.

If you want to make lots of money, then send a SAE for full details, to R. Sandhu, 95 Donnington Road, Reading, Berks. RG1 5NE.

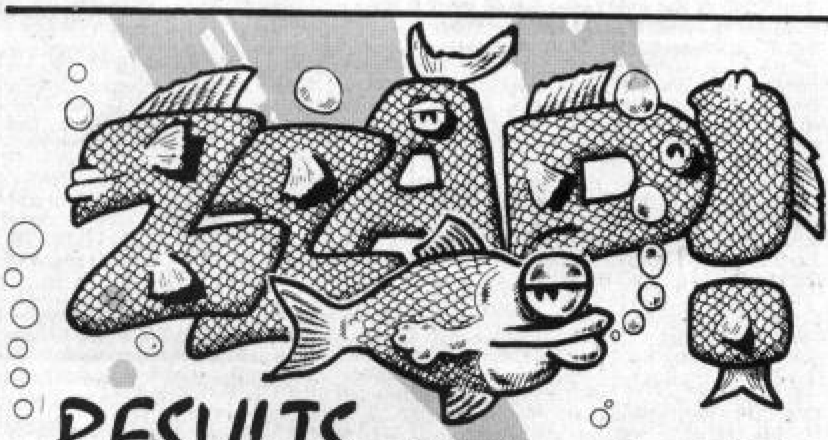
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Hundreds of pokes and passwords including instructions all put together into a great package for your C64. Send only 85p and a SAE to S. Freeman, 31 Durham Crescent, Washingborough, Lincoln LN4 1SF. Don't miss it!

Earn up to £80,000 a month. This can be done using a simple financial method. For information send £1 and SAE to Alistair Ross, Dunstrone, Strone, Dunoon, Argyll PA23.



RESULTS with Ken the Fish

ANOTHER THALAMUS HITCOMP

(Thalamus, Issue 57)

Kenno Brookes here with another 'Top Of The Cods'. The top three look like this: 1. seven; 2. Choom; 3. ARA. But to kick off tonight's show, here's a one-man band, playing Matchbox Hit-stix, a Hit-guitar, and Hit-keys. It's sure to be a sure-fire hit, so give a warm welcome to...

Richard Cutts, SHEFFIELD S18 6FH.

Wow, that was great! Now, hit me with *Retrograde*, Thalamus T-shirt, and signed print of the artwork won by the top twenty:

Wayne Sharpe, BIRMINGHAM B8 3QW; Karl Graham, PORTSMOUTH PO8 8HJ; Greg Morris, SOLIHULL B93 0PT; Matti Kennedy, ST ANNS CHAPEL PL18 9HW; Lisa Hadcock, MANCHESTER M31 4JU; R E Levien, R UISLIP HA4 8HF; Jon Gabriel, SHREWSBURY SY1 3RT; Jon Kavanagh, MORDEN SM4 5RQ; Mark Emmott, TROWBRIDGE BA14 0LT; Chris Sentance, OSSETT WF5 0EF; Matthew Round, BEWDLEY DY12 1BU; N Lawrence, ETWALL DE6 6JN; Gavin Dixon, HALTWHISTLE NE49 9DD; R M Dodds, ALNWICK NE66 1BS; T Harrison, DONCASTOR DN5 8NQ; Thomas Brettell, DUDLEY DY1 2ER; David Barnett, READING RG3 5YL; Andrew Irvin, DARLINGTON DL1 3DL; Martin Grover, HAILSHAM BN27 4BS; William Maughan, MARKET HARBOROUGH LE16 8AX.

THE GREAT GHOULISH AND GHOSTLY COMPETITION

(US Gold, Issue 57)

Brave Ken opened the creaky door and looked down the wonky steps which led to dingy cellar. A shiver went down his dorsal fin as he spotted two green eyes staring out of the darkness... Suddenly Ken remembered it was time to announce the results of this ghoulish competition. So, slamming the door, he jumped back into his bowl and discovered that the answers to this ghoulish competition were: 1. LED Storm, Bionic Commando, Bubble Bobble, or Peter Pack-Rat; 2. Ghosts 'N' Goblins; 3. five; 4. dagger, fireball, or axe; 5. Arthur. The ghostly winner of the video/TV combination plus three horror videos is:

B D Everingham, ESSEX RM10 9JP.

And 25 ghoulish runners-up receive a copy of *Ghouls 'N' Ghosts*...

James Archibald, SLOUGH SL2 4DF; Michael Clarke, CHORLEY PR6 0HU; Gregor Davis, ELLON AB4 0QJ; PG Jackson, SHREWSBURY SY1 4PY; Alan Strain, MOTHERWELL ML1 4ST; Darren Carter, TRING HP23 5HQ; Sajid Hafesjee, LONDON E5 0LN; D J Ashenhurst, FLEET GU13 9DZ; Daniel Hallett, LEICESTER LE4 3GG; Dean Minshull, CREWE CW2 7NY; Mark White, CARNFORTH LA5 9DT; C A McLean, COLCHESTER CO2 7ST; L Khan, NORTHUMBERLAND NE63 9ND; Tom Saxon, SWINDON SN3 5AH; B Parker, NORMANTON WF6 1ET; Lee Brelsford, MANCHESTER M32 9TT; Scott Khadun, WARLEY B6 50BX; Gary Leishman, TAMWORTH B77 2HG; W Cooper-Britten, CRANFIELD MK43 0HY; Ian Dunkerly, WIMBORNE BH21 2AI; Eric Pratt, BRANDON IP27 9AG; Richard Weedon, ASHTON-U-LYNE OL5 9DB; Colin Rowlands, PONTYPOOL NP4 0LY; T Lane, HAYWARDS HEATH RH16 2SD; Matthew Broadbery, PORTSLADE, Sussex.

ZZAP! C64 AMIGA



SIM CITY
(Infogrames)

I'm not going to give you page after page as to what's the best way to build up your city, you've all got your own methods and ideas of how to go about it. Instead here's a mighty handy cheat to keep you out of the red. (This is primarily an Amiga cheat but it should work on the 64 version).

Play the game as normal and build up as much of the village/town/city as you want. When you want to cheat wait till January and set the taxes to around the 3% or 4% mark. Continue Sim City building as normal until November is reached and then raise the taxes right up to the full 20%. When January begins, lower the taxes again and you should have made a neat profit. Keep doing this and a successful and profitable future is assured.

THE UNTOUCHABLES
(Ocean)

For 64 owners of this fine game who aren't showing Capone the long arm of the law here's the cheat mode thanks to programmer Johnny Meegan **himself.**

When the game has loaded up and is busy showing you who wrote it, designed it, composed the music, did epileptic dances during the production and so on, just type in TECHNIQUE (as in New Order's latest (and brilliant – Ed) LP). Now you can hit F5 for extra time and F7 for renewed energy. If you pause the game (F1) and hit the left arrow you advance to the next level. Great stuff!!

For Amiga owners, why not try typing in SOUTHAMPTON GAZETTE on the title screen? Start the game as normal but get yourself killed. When you get back to the title screen press F10 to advance to the next level and on to the end-screen (pity it's not brilliant). Thanks go to Special FX **for that one.**

ALWAYS ON THE JOB

The bells of Ludlow Church peal away in the background, *Kick Off* is being played on the Amiga, and a lazy day is being had by all. All except me as I've got to write up reams and reams of tips for you, dear reader. I've had a few letters requesting corrections to listings and pokes which 'aren't exactly correct'. Rest assured I'm on the case, chasing up corrections left, right, and centre. Particularly corrections to that infamous anti-collision detection poke a few issues back. Enough of the blurb, there's a *Ghouls 'N' Ghosts* Def Guide in here somewhere and some bits on *Myth* for your eyes only. Without further ado, let the tips commence!

SNARE
(Thalamus)

Now this is one great game! No, I didn't just say that because I beat the challenger in it (slaughtered him more like). No sir, it's a superb puzzler which has seen me and Phil hunched over the C128 for ages, desperately trying to leap our way onto level 10. I'll give you the solutions to the first four levels and the next four next month. At this point I'm stuck for tips about the later levels, so if anyone wants to send in the complete solution I'll be eternally grateful. This one is driving me (and Phil) up the wall!

Area 1
If you can't do this level then I'm afraid there's not a lot of hope for you. All it involves is one jump across a gap, a sluggish alien to avoid or kill (one shot needed), and just following the arrows to a teleporter and then to level's end. Now, what's difficult about that?

Area 2
Go straight up, turn right, and go to the screen edge. Turn up, jump across the first gap and then the second, and turn left. Pass the green speed-up tiles and turn north across the pathway. Turn right at the path junction and follow it up onto the mainland. Kill the alien if he's near and go left, up, and right to reach the tricky chicane. Dodge through it at slow speed and jump the gap to finish the level.

Area 3
Avoid the green speed-ups at the start and head the way of the arrows. Follow the north path and take care to avoid the robot (two hits to kill) when you emerge in the large area. Move to the northwest (left and up) and activate the switch. Take any of the the three paths at speed and leap the gap. Go up the middle of the area, leaping the three gaps with a power 2 setting (no more, no less!). Now head right and down through the tight passage leading to the level exit.

Area 4
Things get a mite tricky now as you can't stop the craft. Travelling without any brakes isn't easy so take it slow (well, as slow as you can). At the start, a fast robot homes in on your ship so make a slight right turn to avoid the hole and turn north. Accelerate like the clappers and leap the gap to escape the robot (don't go too fast or you'll fall down the next hole!).

Now head west and leap onto the switch on the west island. (Don't hit the switch on the east island or else!) Now head north and squeeze between the green blocks, take the middle path, and jump the gaps (power 2, each one). Now you've got the choice of heading to the east or west so choose and leap the relevant gap. Go North and avoid the green speed up.

To kill the pesky round alien you can either leg it past quickly or shoot it from afar, the latter is safer but time consuming. There's no time limit of course but I risked it when I was in the challenge and it seemed to work OK, so give it a go!

▶

THE DEF GUIDE TO GHOULS 'N' GHOSTS

Brilliant! Absolutely superb! Buy this beauty of a game NOW! You won't regret it! As you can tell, *Ghouls 'N' Ghosts* is my favourite 64 game currently doing the rounds in the ZZAP! office. It's hard but it's immense fun!

Thanks must go to Jon Barry **of Walsall,** Ross Forrest **of Crosby, Liverpool,** Waz **from Manchester way, Pontefract resident** Michael Barritt, Darren McNaney **of N. Ireland, and those great guys at** Software Creations **themselves.**

Many, many thanks must also go to Paul Disley **of West Hallam for his wonderfully detailed maps. Nicely done. These maps are for the 64 game but the Amiga version shouldn't be all that different (mind you, the latter is just as tough!).**

C64 Cheat

I never knew there was such a thing as a Rugby League Football Club but Software Creations seem to know something I don't judging by the cheat mode for C64 *Ghouls*. To get the cheat just get a high score (an easy enough matter) and enter WIGAN RLFC (which stands for Rugby League Football Club of course!) instead of your name (unless of course you just happen to be called Wigan RLFC – if that's the case then boy, have you got a stupid name!). Now when you start the game you can press A to get your armour back or S to jump to the next level. It's handy to use the former to see the graphics of each level, and most pretty they are too.

Amiga Cheat

At any time during the game, type in KAREN BROADHURST to get the words CHEAT ON to flash up, and in the process Arthur becomes invulnerable to hits (he can still fall to his doom though!).

What? You want more!?!? Well if it's infinite lives, no collision detection, no timer loss, and that sort of thing you want then try this C64 listing from Jon Barry **himself. To get it to work, do the following. Note: This is a tape-version-only listing, if anyone has a disk version please send it in.**

A) Type in the listing
B) Save it for future use (and debugging if it's incorrect!)
C) Delete any unwanted cheat lines. If you're using the cheats in lines 120 and 140 then replace the x and y in the relevant line with the number you require (ie change x and y to anything between 0 and 255 – why not experiment with different values?).
D). RUN the program and press Play on your datasette (Don't forget to insert *Ghouls 'N' Ghosts*!).
E). Et Voila! It should work!

```
1   REM GHOULS 'N' GHOSTS (US GOLD)
2   REM (C) 1990 JON BARRY
3   :
10  FOR T=52224 TO 52312: READ A
20  IF A<0 THEN SYS 52232
30  POKE T,A: NEXT
40  :
50  DATA 116,33,244,210,165,2,240,252
60  DATA 32,86,245,162,3,189,0,204
70  DATA 157,38,9,202,16,247,76,16,8
80  DATA 165,103,201,128,240,7,165,2
90  DATA 240,246,76,239,2,162,3,189
100 DATA 4,204,157,235,2,202,16,247
110 :
120 DATA 169,x,141,95,45 : REM x=Number of lives
130 DATA 169,165,141,46,42: REM Infinite lives
140 DATA 169,y,141,33,54: REM y=CLK speed
150 DATA 169,96,141,28,54: REM Stop the timer
160 DATA 169,208,141,125,73: REM No hits
170 DATA 169,255,141,59,48: REM Cheat mode
180 DATA 169,144,141,166,73: REM A moonwalking Arthur!!!
190 :
200 DATA 76,235,2,-1
```

Ghoulish Tips

- If you lose your armour and there's a magic chest nearby, open it and get changed into a duck by the evil magician. Avoid any ghouls and when you change back, lo and behold you've got your armour back! Chest contents invariably change from a weapon to a magician if you lose your armour so don't panic too much if you're in your undies.
- Magic is best used in moderation, it takes vital seconds to power up and even then it's effects aren't always total. The Magic to create an Arthur clone (when armed with a dagger) is best for double firepower on nasties requiring mass hits but the 3 way fire electrical beams used with the lance is best of all.
- Take it carefully when jumping or falling onto platforms, the game's collision detection is a bit ropey but luckily it's in your favour so all is not lost.

A Guide To Each Level

Level 1

A nice, easy (?) introduction to the game, this level. Watch out for skeletal reapers coming up from below and those approaching from just under your line of fire. Try to avoid staying on top of hills if you can and avoid falling reapers. The second chest contains Magic armour. Climb onto the roof of the ruins to shoot at the vultures but try to avoid leaping when near the guillotines.

In the second half, duck to avoid the whirlwind creatures, jump if they're low-flying. Climb the hill, jump up and run up to the left, jump up again and run up to the right (be quick during all this or the skull-spitting fires will appear). Kill the wimpy pig creatures (How could you! – Rob H) and fall down the 'cliffs'.

Take it slow as you walk up to the head-lobbing final guardian. Jump up and fire like mad until he's upon you and then turn around and run with him and quickly fire up at his head. Fingers crossed you'll kill him without taking a hit. (When you've no armour you're VERY vulnerable so take extreme care or give up!). If you can, get the fast-fire dagger and couple it with an autofire joystick.

Level 2

An easier level than the first if you know what to do, honest! Run up as fast as you can, time your movement under the leaps of the low-bouncing turtle heads, and collect the Magic Armour from the second chest. Kill any low flying, winged monsters and jump up onto the collapsible platforms.

The platforms fall away very rapidly so take care as the creature below is MEAN! Run along the first half of the platform and leap over the second half to land on the edge, jump onto the next platform and *keep leaping!*. Jump onto the third and then off onto the floor between the two sand traps. Jump up onto the next platform and immediately do a running jump to leap the gap, keep jumping again and again, leaping onto the final platform and then off! Simple! If you fall and find the wormy thing chasing you, do a series of running jumps up the sand trap to escape.

To get a chest, drop through a hole in the last bridge of all (a risky tactic!). Kill the winged demon by standing in the centre and firing up, dodging his evil 'spit'! Watch for the collapsing holes in the ground (look for the ever-so-different ground graphics) and leap over the erupting ground. Watch out for the pesky fire sprites: shoot one if it gets too close. Kill the Venus Fly Trap with 2 shots and hop over the fire chasms (not too early though!). Kill the other Fly Trap and when you reach the Fire Wolf, fire like mad at him before he leaps. Turn round and fire again, keeping low to avoid low attacks just in case he collides (he never has yet). He needs 15 shots to kill, but shoot the falling fire bombs for bonus points.

Darren McNaney **of Northern Ireland sent in a cheat to get infinite lives at this point in the game. We couldn't get it to work but try it yourself:**

When you meet the Fire Wolf, shoot it as usual but let it leap to the left before killing. Run towards it before dealing the final blow and keep pushing the joystick ▶

ZAP! Pig in a Poke

GHOULS 'N' GHOSTS – THE MAPS!

LEVEL 1

Stocks (Not lethal, just jump on or over)

Chest (Shoot several times to open)

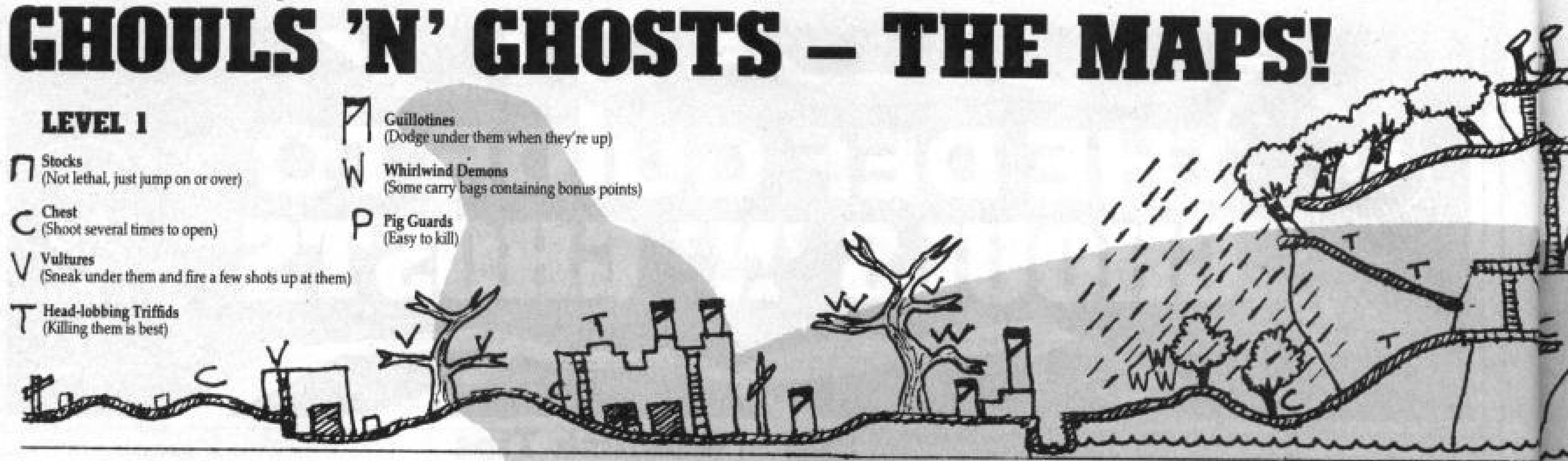
Vultures (Sneak under them and fire a few shots up at them)

Head-lobbing Triffids (Killing them is best)

Guillotines (Dodge under them when they're up)

Whirlwind Demons (Some carry bags containing bonus points)

Pig Guards (Easy to kill)

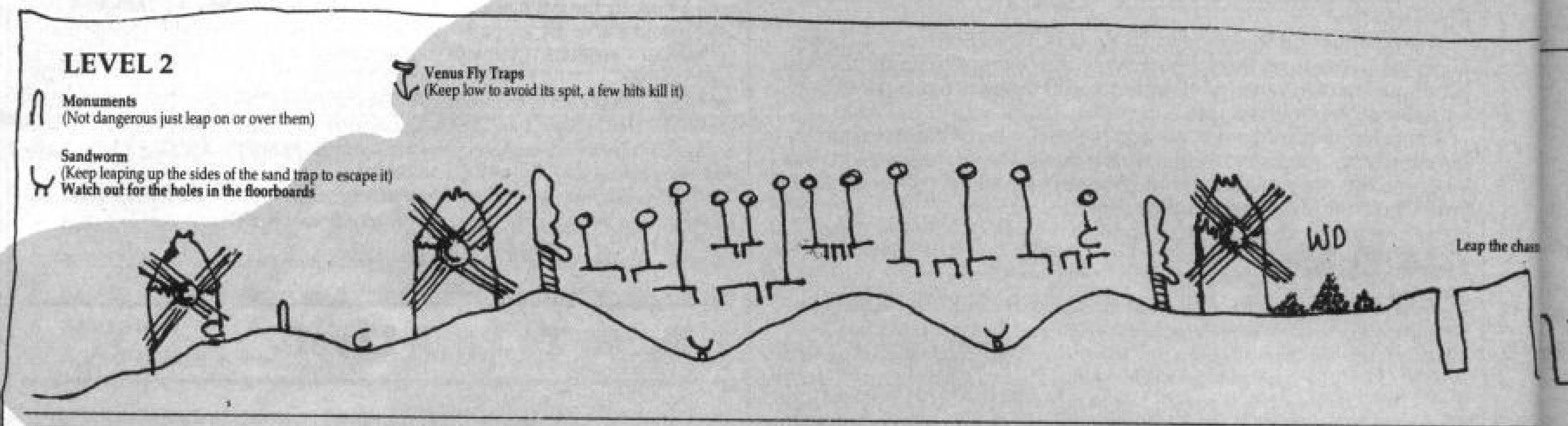


LEVEL 2

Monuments (Not dangerous just leap on or over them)

Sandworm (Keep leaping up the sides of the sand trap to escape it)
Watch out for the holes in the floorboards

Venus Fly Traps (Keep low to avoid its spit, a few hits kill it)



LEVEL 3

Deadly Knife-wielding Knights (Quite a few hits needed!)

Spikes (Avoid to live!)

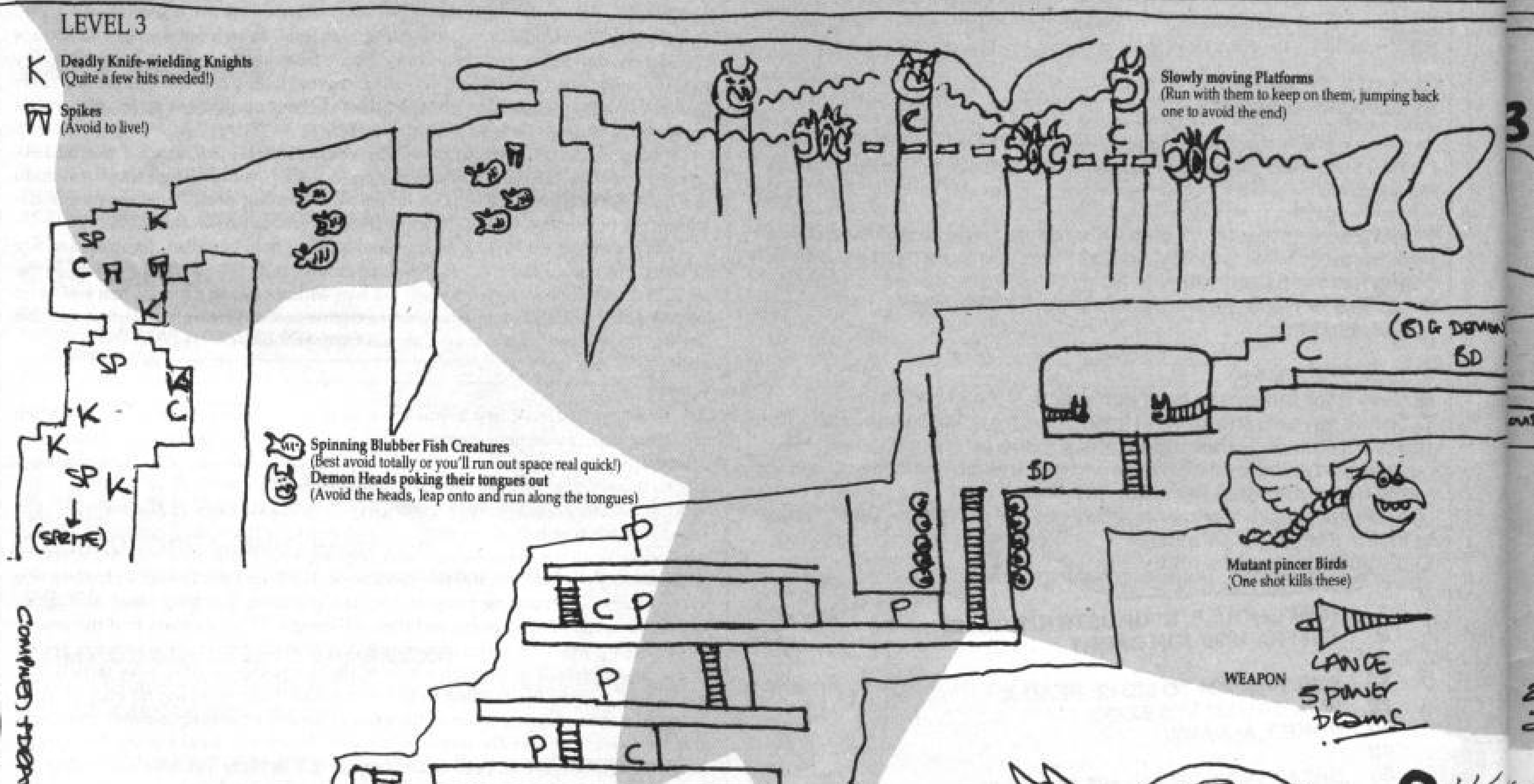
Slowly moving Platforms (Run with them to keep on them, jumping back one to avoid the end)

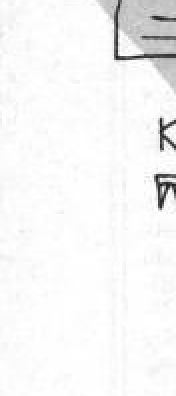
Spinning Blubber Fish Creatures (Best avoid totally or you'll run out space real quick!)

Demon Heads poking their tongues out (Avoid the heads, leap onto and run along the tongues)

Mutant pincer Birds (One shot kills these)

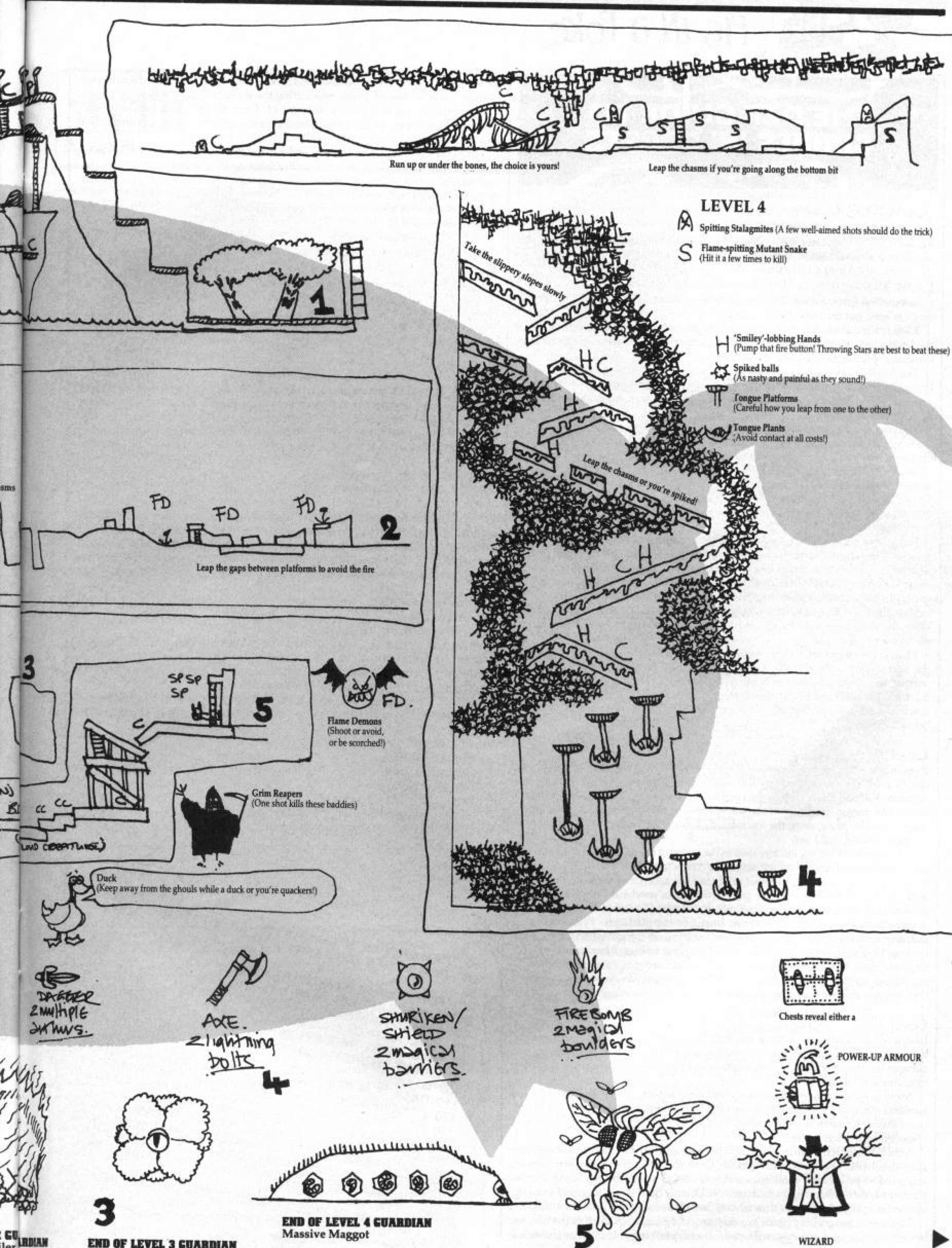
WEAPON





END OF LEVEL 1 GUARDIAN
Armoured Demon carrying his Flame-Spitting Head

END OF LEVEL 2 G
Flaming Rottweile



Run up or under the bones, the choice is yours!
Leap the chasms if you're going along the bottom bit
LEVEL 4
Spitting Stalagmites (A few well-aimed shots should do the trick)
Flame-spitting Mutant Snake (Hit it a few times to kill)
Take the slippery slopes slowly
'Smiley'-lobbing Hands (Pump that fire button! Throwing Stars are best to beat these)
Spiked balls (As nasty and painful as they sound!)
Tongue Platforms (Careful how you leap from one to the other)
Tongue Plants (Avoid contact at all costs!)
Leap the chasms or you're spiked!
1
2
Leap the gaps between platforms to avoid the fire
3
5
4
Flame Demons (Shoot or avoid, or be scorched!)
Grim Reapers (One shot kills these baddies)
Duck (Keep away from the ghouls while a duck or you're quackers!)
DAGGER 2 MULTIPLE DAGGERS.
AXE. 2 lightning bolts
SHURIKEN/ SHIELD 2 magical barriers.
FIREBOMB 2 magical boulders
Chests reveal either a
POWER-UP ARMOUR
WIZARD
3
END OF LEVEL 3 GUARDIAN
One-Eyed Cloud Creature
END OF LEVEL 4 GUARDIAN
Massive Maggot
5

THE DEF GUIDE TO GHOULS 'N' GHOSTS

Continued....

left as the key to level three comes down. An extra life tune should be heard and you should now have unlimited Arthurs!

Level 3

I must confess that even with the cheat I could only do this level once! The first bit isn't too hard, but the second half – aaargh!

Keep to the right to kill the first kniving knight (each requires four hits), move to the left for the second, and then the middle for the third. The green sprites are best avoided, especially the stone-dropping ones!

The fourth knight is tricky because he's so near after the third and the fifth is near impossible to kill. If you can, don't go for him: instead, go to the left of the spikes and run over them to the right as fast as your little legs can go and ON NO ACCOUNT STOP!

You may think it fun to blast the knight and the fat, floating fish-like creatures but the screen is constantly scrolling up, taking you ever nearer the spikes and stalactites. However, you can't afford to waste even one second on the way up!! This is an unbelievably vicious section!! Keep running and you may get away without loss of armour; if you inevitably lose it to the first set of fishy things you've still got a chance. Instead of wading through them, wait on their left next to the spikes and run past just above the spikes (like before). You can *just about* scrape by without hitting the ledge above.

From here on, it's all leaping-onto-'tongues', horizontal action and it's bloody difficult!!! Run along the first 'tongue' (urgh!) and wait under the second. Leap up and run up the second as it rises (leaping over the fire) – timing is everything if you're to land on the platform below (death if you don't). Keep running with the platform and try to jump onto the next 'tongue' (ignore the chest, it's not worth it).

Miss the third 'tongue' and you *may* just land on a platform. If so then quickly leap back to the next platform on your left and *keep* leaping to avoid following the platforms into the void.

Make it onto the third 'tongue' and again you have to time it so that you fall onto the next platform. Do this and you're almost there!! Jump onto the fourth slimy 'tongue' and down onto the last 'tongue', and then jump onto terra firma (well, sort of). Leap the holes and finally keep firing at the rotating cloud-eye (I prefer to fire down as it often slows down at that point and can't really come towards you from below). Phew!!

Level 4

If you made it this far, may I just say 'Very Well Done!' Use the same tactics as level one to avoid the skeletal reapers. Kill the dragon head by firing like mad from a distance. Kill the spitting stone by jumping up and firing from the ledge below (where the dragon head was). Take your pick as to the route to reach the slippery slope – I prefer going along the top instead of down the ladder and leaping across the gaps, coward that I am!

For the slippery slopes, initially keep in the centre of the screen: this avoids falling off the slope and dying before the next slope comes into view. The hands are a mite tricky if you time it wrong; just wait until they fire and run up close and sock it to 'em! Don't jump too late over the gaps as the spikes overhead can get you. Don't jump too late either as the spikes underneath will have you instead!

Once through, just take it carefully on the falling platforms. Follow the map instructions to know the way to go but wait until you see the platform that you're to land on. Do an extra large jump off the final platform and you'll land on the maggot creature (ugh!). Kill the maggot nests in left-to-right order by running above them, leaping up, and firing down on them. Any loose maggots obviously need to be shot first. Not too difficult providing you beware of the roaming maggots.

Level 5

Last level and things are getting spooky! The music on this level is ace but the enemies and the time limit sure as anything aren't! There are no platforms to leap between but there's many a demon which need to be killed – if they aren't they keep following and firing at you!

Avoid or kill the winged creatures and climb the ladders. The two ledges after the harmless stationary eye must be walked right up to before jumping up onto them; the collision detection is a little dodgy here and a running jump made too early is rewarded with death! Nasty!

After this, climb the ladders, vanquish the piggies, and collect any useful weapons from the chests. The flame-spitting skulls aren't too difficult to avoid; just move in staggered steps between skull spits and you should get to the top. Jump off the platform and then back again to attract the Demon Lord's attention, and just leap up and fire at him after he's fired his salvo of fireballs at you (you don't need to duck).

The two flame-gobbing heads are easy providing you're quick. Kill the left one before it fires (a random event, so be careful) and then keep your distance to destroy the second head. Next open the chest and pick up the Magic Armour to face the two Demon Lords (a dose of Magic when using the standard Lance is best for these). The two clouds can be similarly disposed of. Once they're dead, just be careful running up the slopes, open the final treasure chest, climb the ladder, and drop down into the final room (whoooooo!!!!).

To kill the Fly King it's best to stay under it and fire up (while being VERY quick to dodge his 'bullets'). You can't stay on the ledge and fire at him as his head is the vital bit, the swarm of flies are invulnerable so avoid!! This is a very tough opponent if you lose your Magic Armour as he's fast moving, fast firing, and accurate. Even worse is the horribly tight time limit and the penalty for running out of time or dying – you're taken back miles!!

After all that I would have liked an animated end-sequence or something. You don't even get to see Princess Hus, what a swizz!

Even once the Level 5 Fly is defeated, Amiga owners cannot finally put their armoured feet up and take a rest. Lucifer awaits in the final room and can only be killed by the weapon Princess Hus kindly gives you. Like the robots in *Bionic Commando* Lucifer's feet stomp up and down, so wait until they're on the way up before rushing underneath. Now keep leaping up, to avoid his lightning bolts, and fire at the same time and you should do it!! Congratulations one and all!!

If you STILL can't get enough of *Ghouls 'N' Ghosts* why not try these Ross Forrest pokes for those of you who own a Cartridge machine of the Action Replay/Expert Cartridge sort. As usual, load up the game, hit the cartridge button to break out of it, enter the following pokes and return back to the program.

POKE 10798,165 **(For infinite lives)**
POKE 13860,165 **(For infinite time)**

What must be the best listing of them all comes courtesy of Jon Barry **again. Along with his infinite whatever listing above here's the eagerly awaited music hack! Hallelujah!!!! Try it out, it's brilliant (press S or U for a laugh)!!! Before you do though, you MUST have a reset switch or reset cartridge to get this one to work. Sorry!**

A) Type in the listing, check through it for mistakes and then save it for future use.
B) Load up *Ghouls 'N' Ghosts*
C) Play the game until you get to the level with the accompanying music that you want to listen to (use the cheat if you want).
D) Use the Reset Switch/Cartridge to reset the game on the level you want and now load in the music program.
E) RUN it and you can press A to U for the effects and the following numbers for the aural ambience (where have I heard that before?)

1 - Title screen tune (rain and all!)
2 - High score tune
3 - Game over tune
4 - Continue play tune
5 - Level complete tune (great!)
6 - Game completion tune (one of the best tunes)
7 - Tune for level you reset the game on

```
REM GHOULS 'N' GHOSTS - SONIX 'N' FX
10 REM GHOULS 'N' GHOSTS
20 REM (C) 1990 JON BARRY
30 :
40 FOR T=49152 TO 49297: READ A$
50 L=ASC(LEFT$(A$,1))-48: L=L+7*(L>10)
60 R=ASC(RIGHT$(A$,1))-48: R=R+7*(R>10)
70 A=L*16+R: C=C+A: POKE T,A: NEXT
80 IF C=17851 THEN SYS 49152
90 PRINT "ERROR IN DATA!": END
100 :
110 DATA 78,A9,7F,8D,0D,DC,A9,2B,8D,14,03,A9,C0,8D,15,03
120 DATA A2,00,20,53,61,A9,FB,8D,12,D0,A9,1B,8D,11,D0,A9
130 DATA 81,8D,19,D0,8D,1A,D0,58,4C,28,C0,A9,01,8D,20,D0
140 DATA 20,34,62,85,20,CE,20,D0,20,9F,FF,A6,C5,E4,FF,F0
150 DATA 19,86,FF,BD,81,EB,C9,20,D0,18,A9,00,85,7B,85,7C
160 DATA 85,7D,20,A8,61,A2,00,20,DD,61,A9,81,8D,19,D0,4C
170 DATA 81,EA,38,E9,31,90,F3,C9,07,B0,07,AA,20,53,61,4C
180 DATA 5A,C0,E9,10,90,E4,C9,15,B0,E0,AA,E8,A9,35,85,01
190 DATA
20,DD,61,A9,FF,8D,07,5D,8D,03,5D,A9,37,85,01,4C,5A,C0
```

MYTH
(System 3)

What a beautiful game this is. Gorgeous graphics, superb soundtrack and effects, and all based around my favourite subject in school: mythology and all that. It's a bit of a toughie this one, but people have been skilful enough and sent in tips, solutions, cheats, and the like.

Now we come to the bit you've all been waiting for. . . . the complete solution!!! Richard **and** James Wilson **of Hull,** Zax **of the ZTS Crew all chipped in with part solutions. But will** Robert Booth **of Bury, Lancashire please stand up and take a bow for sending in the whole solution. (Sorry I didn't have the space to use your maps but spot on nevertheless!)**

Level 1
GREEK LEGENDS

Kill the harpies to get some fireballs and keep them for later. Alternatively, use them to kill the skeletons and collect fireballs for later. Eventually a skeleton will give you a sword, so use it to cut down the hanging skeleton up on the top right and follow it down to the edge of the ledge below.

Kill a skeleton near the edge so that it falls into the fires of Hell, and the Devil himself should appear. Run back to the left and jump up onto the ledge above and wait for Old Nick – chances are he'll appear on the ledge below and will rise into your line of fire when he's fired off a Trident. When he does, hit him with a fireball or two.

When he's dead, pick up the Trident and store it. Run back up past where the hanging skeleton hung and leap over and onto the ledge next to the Chimera. Now just stand there and throw the Trident at him. Go through the cave, dodging the skeletons and run through and out into the open and the ruins of Ancient Greece.

The warriors aren't too hard to kill but the Nymph is tricky. Watch her beckoning hand and move forward until she signals you to stop – fingers crossed she'll give you extra energy. If she doesn't, fireball her or hit her with a sword (she turns into a snake if you get too near). Once past, go up to the Warrior Statue and use the sword on its rear heel. The statue collapses and a shield is yours for the taking. Select the shield and the warriors kneel down, allowing you to go through to the Medusa's lair.

For this screen you need the shield ready and a fair dose of energy for the Hydra afterwards. Leap the gaps and use the shield to deflect Medusa's stony gaze. Select the sword but DON'T ACTIVATE IT YET. Wait for the Medusa to stop, and jump the gap with the shield ready. Swap to the sword in mid-jump and separate her foul head from her even fouler body. Pick up the head and leap across towards the Hydra. Take out the top two Hydra heads using the Medusa head, and fall down onto the ledge next to the last head. Stand on the far left of the ledge and keep firing. The Hydra goes up in smoke and you've conquered Ancient Greece!

Level 2
NORSE LEGENDS

The flash of lightning is your only visual aid here as Darkness descends on the Norse Ship. Kill the Vikings as quickly as possible as Thor launches a lightning bolt at any slowcoaches. Kill all the Vikings and the bird on the bow of the ship flies along. Kill it when it flies down and pick up the ring it drops to teleport to the next level.

Now you're in the forest and the main problem is the mass of Golems stomping towards you. Kill them with the dagger – which can be obtained by slaying the small spiked creature. The daggers are great for killing Golems but run out quickly enough. Run along past the hole in the forest where a blacksmith lies in wait: he'll pinch your sword and rework it into a magic sword for later on.

While he's doing this you'll need to keep out of the way of the Golems, use your daggers to keep them away. Collect the sword when it appears and now run along to the clearing where a lady is being burnt at the stake. Pick up the firebrand and use it on the fire sprites (fire against fire?) – keep away from the edges or they'll zoom in and pick you up to drain your energy. When they've all gone the woman is safe and replenishes your energy.

Run along to the right killing the Golems until you arrive at the Dragon. Wait until its head is raised and run up to it and hack away at its neck until a chunk is taken out of it. Now run back and use a dagger to wedge its neck (you did remember to keep some daggers in reserve, didn't you?). Now you can run past and onto the next screen.

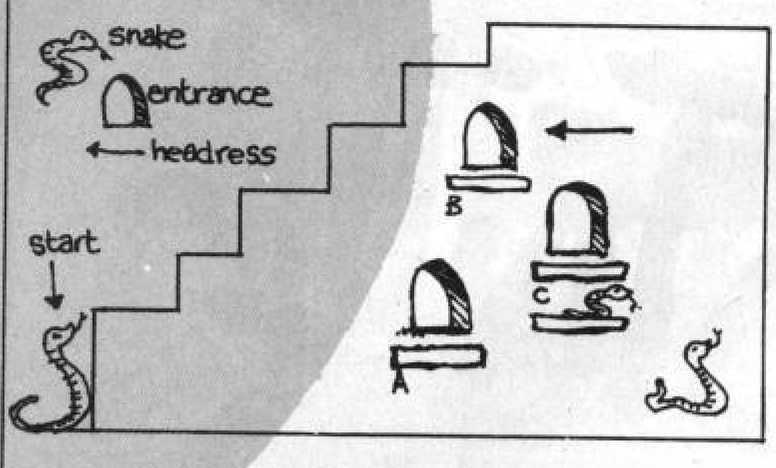
Now things get tricky as you leap from platform to platform, ever nearer Valhalla. Jump from the very edge of small gaps to get onto the next platform. If a Thor lookalike appears near you, jump up or down onto a ledge to avoid his lightning; either that or kill him.

Kill the fire-breathing baby dragons before they spit, and collect the daggers and energy they leave behind. When you get to the first of the two castle entrances, jump up onto the ledge above it and hack away a few times at the eye. Once done, jump down and kill the axe-throwing Viking that emerges from the castle. Now go up, jumping on the platforms up to the left and then up to the right to the second castle entrance. Kill the Viking here and you go through to Thor's domain.

To win Thor over just keep moving to avoid his bolts and the dragons on the floor. Leap up onto the left pedestal, leap to the right one and then to the third pedestal, and finally onto Thor's throne. Hack a few times at him and Thor is now on your side. Well done, the next load awaits.

Level 3
EGYPTIAN LEGENDS

This is a very tricky level with no mercy shown inside the Pyramid. Use the sword to dispose of the snakes and run to the side of the pyramid, jumping up onto the near-invisible platforms (either work them out yourself or look at the picture here).



Go into Door A and work your way through past the axe, spike, the two pressure-pad-activated traps, and the two spikes and pick up the blue eye (no mean feat). Run past the spikes *just before* they go into the ground and you should get past; any sooner or later and you're dead.

Go back out and up to door B. Work your way past the spike, axe, spike, axe, spike, axe, pressure-plate-activated spike, barrel, spike AND axe, barrel, and snake to reach the trapdoor (phew!). Go through to the second corridor and go right (don't go left or you'll get the point!). Avoid the axe, the three spikes, the barrel, the downward-pressure-plate-activated axe, the two spikes, another pressure-plate spike, and the two final spikes and FINALLY you're through to the inner sanctum. Now things get tough!!!

There is a very hard way and easy way to do this level. The hard way is to leave the blue eye back in Corridor A. Kill the two Egyptians and pick up the cross, use the cross and go to the flashing cross on the wall. This will build up your energy. Go right into first upper room. Kill the Egyptian holding the rod and pick up the head-dress. Smash the large jar and pick up the first Canopic jar. Drop down into the bottom chamber and go left through the mummies, killing them with the head-dress. Go to the end of the corridor and smash the two large jars and pick up the second and third Canopic jars. Go right through the first set of mummies and over the spikes, then through the second set of ▶

mummies, smash the large jar, and pick up the fourth Canopic jar. Go back left through the mummies, over the spikes, and up and out the way you came in. Go right until you see the cross on the wall and use the cross. Put on the head-dress. Run up to the cross and fire at the Sphinx. Pick up the grey object and jump onto the high ledge, up into the second upper room, and out through the door.

Now the easy way (with the blue eye!): kill the two Egyptians and pick up the cross and use it to build up your energy. Go right to the second cross symbol on the wall, killing all Egyptians on the way. Use the cross, put the blue eye in the centre ready to use. Run up to the flashing cross, use the blue eye, and press fire. Now a large beam kills the Sphinx and your energy builds up. Pick up the grey object, jump up into the second upper room, and go out of the door. (You have no need to pick up the Canopic jars as you are given them).

Put the Canopic jars on the ledges in the right order. The order being:
bottom left = red
top left = silver
top right = blue
bottom right = gold.

Now go right and, when the last door on the coffin has shut, you can enter the right-hand side of the room. Run up to the face-mask and wait a moment. It will fire a beam of light at the coffin. You will spin in a ball of flame, then you can fly. Shoot the face-mask in th eye several times to destroy it but take care to dodge the small and large fireballs.

Level 4
THE FINAL CONFLICT

Now you meet for one last battle but on this level you've no 'continue-plays' for this fight. Things are getting VERY nasty now. All you have to do is to shoot anything that moves (obvious enough) and pick up any jewels you see to get energy (another obvious hint). At the end there are two large men: shoot the right-hand one at the same time as you dodge the fireballs. Fingers crossed you should bump him off but even now it's not over as Dameron appears with all his godly might and power to hand.

To kill Dameron use the special weapon given to you. Shoot the skulls on his head then shoot his eyes several times to blow him away forever. At long last! You've saved the Earth, its history, and its Myths – now read the end of game message for yourself. Well done!!!!!!!

SOUND OF MUSIC – CORRECTION

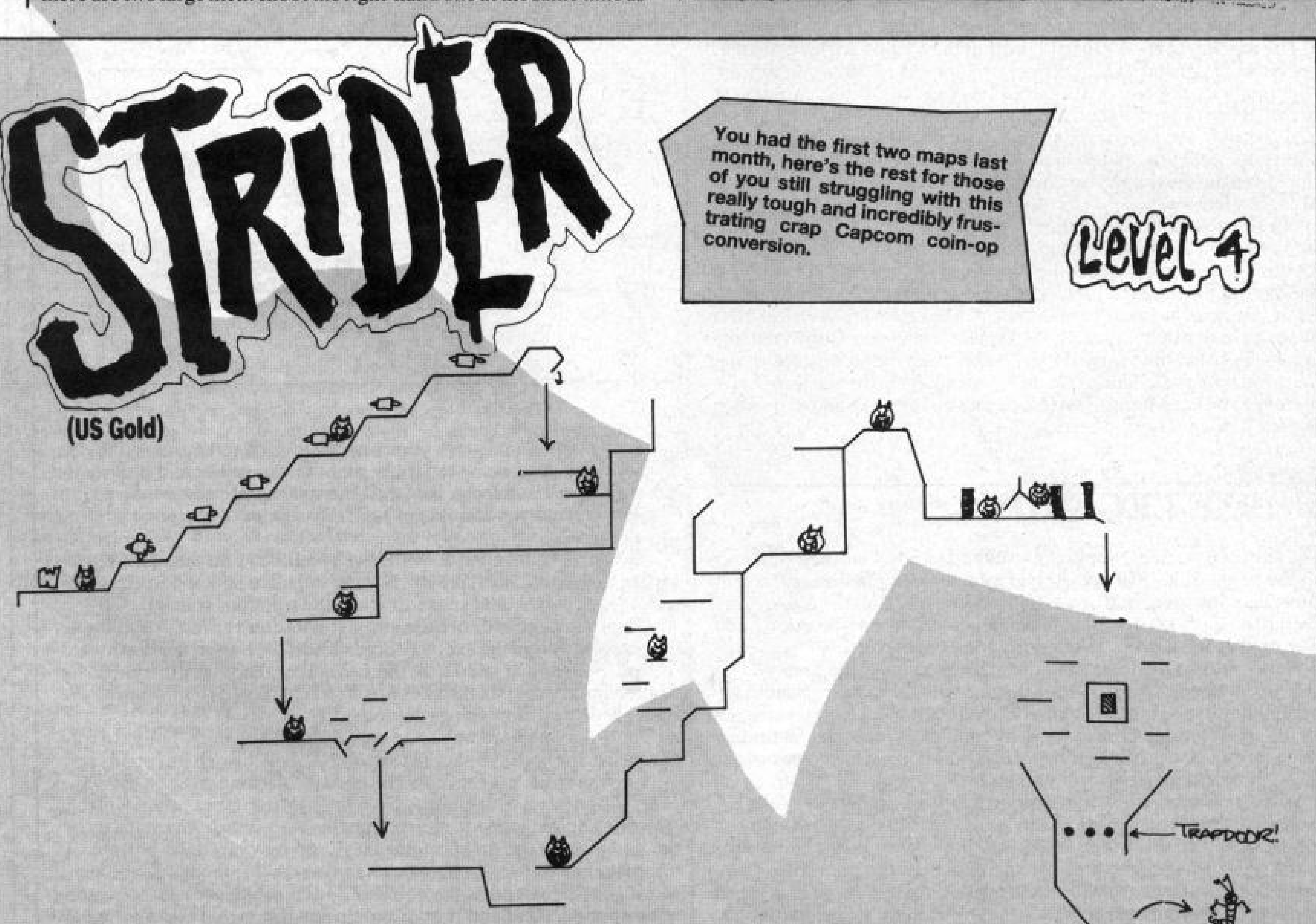
Whoops! This seems to be an ongoing thing which I'm desperately trying to rectify. In Issue 58, Dimitri Ars sent in some music hacks for *Operation Wolf* and *Vindicator*. An ever so slight correction to *Operation Wolf* is the addition of an extra data number in line 130. Add the value 21 to line 130 *after* the first data number 240.

For *Vindicator* things went a bit squiffy so retype the following lines:

```
20  I=49152
30  FOR X=0 TO 74: READ A:
    POKE I,A: I=I+1: C=C+A:
    NEXT X
50  PRINT CHR$(147): FOR
    X=0 TO 15: PRINT: PRINT
    "USE KEYS 1-3 FOR
    TUNES": SYS 49152
```

And fingers crossed (in fact, everything crossed!), that should work!! Sorry 'bout that! Following up last month's Sound of Music. Warren (Waz) Pilkington phoned up to correct the Ocean In-Game Music hack and inform me that he *actually* supports Man City and not Man United (not much better I know, but there we go).

In the main listing for the Ocean music hack just remove the 7 off the 74144 in line 30. Easy!



BOMBER
(Activision)

I first thought *Bomber* a great disappointment after hearing such good things about it. It's on a par with *Interceptor* for simplicity and I like my flight sims a bit more complex; 200-page manuals and all that! But after a good 'few' plays I'm hooked. Ed Stu and I were racing each other to get through the missions, but I'm way ahead in the fight to clinch the trophy (hah! I'm in the lead now – Ed). These tips are relevant to the Amiga game but, providing you can put up with the slow pace, they also apply to the 64 version. Hopefully, next issue I can take you through each mission just in case you don't feel like using the cheats below.

The Top Aircraft

1. General Dynamics F-111 F

A true beast of the air with a superlative payload capacity, good fuel economy, and top notch all-round flight performance as well. It may not be as glamorous as the Eagle and it doesn't quite hit the Mach 2.5 mark, but it's got more payload and that means less trips back to base on the later levels.

2. McDonnell Douglas F-15E Strike Eagle

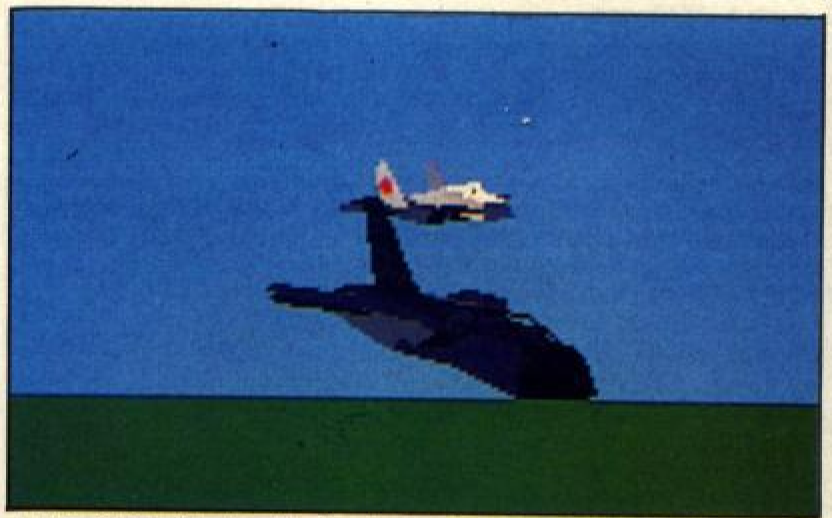
A real powerhouse of a jet for those with the need for speed, plus a superb ground attack capability. The F-15 was initially promoted as the 100% interceptor with 'not a pound for air-to-ground'. Ironic that it has become one of the premier ground attack aircraft. A superb aircraft with a payload of up to 14 Mavericks, and a mass of weaponry. The one to choose if you want the best of everything.

3. McDonnell Douglas F-4E Phantom

A flexible aircraft with the capacity for a varied payload even if it isn't in the F-15 league for sheer brute force when it comes to acceleration, vertical climbs, and fuel economy. Other than that, it can carry a medium level of pretty standard weaponry with up to seven Mavericks and four bombs on the outer hardpoints (no room for Sidewinders if you do though).

4. Panavia Tornado IDS (RAF/Luftwaffe variants)

Not a lot of difference between these two excellent all-rounders. The payload is pretty impressive with eight Mavericks plus Sidewinders. For total devastation though, a JP233 Airfield Denial Weapon (known as the MW1 by the Luftwaffe) is awesome. Launch the thing as you fly low-level over the target and the weapon spreads itself across the area, wreaking mass destruction all around. It's not too good for pinpoint accuracy but it does the overkill job extremely well. Very good variety of payload with more than enough Mavericks to do the job you want.

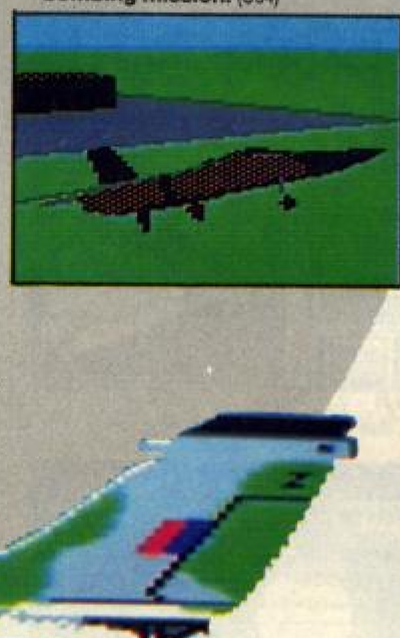


▲ A Soviet Su-27 makes the classic *Bomber* mistake of making a quick pass over your Tornado. In a second it will be perfectly set-up in your cannon sight. (Amiga)

5. MiG-27 Flogger D

Strange how the *Bomber* crew thinks this is a premier Soviet ground attack when the SU-24 Fencer (the Russian version of the F-111/Tornado class bomber) seems to be the biggest threat at the moment. Slightly better than the Viggen for carrying arms with capacity for up to five freefall/cluster bombs and one (!) air-to-air missile but otherwise it's a dinosaur. The Kerry is the Russian equivalent of the Maverick (at least in this game it is) but with an incredibly limited range of 6.8 miles it's a waste of a hardpoint. It's better than the Viggen but that's not saying much!

▼ An attractive shot of the formidable F-111 taking off on another bombing mission. (C64)



▼ In the C64 game the Tornado is a good alternative to the missing F-15.



▼ The F-5E Tiger II is probably the weakest enemy jet. (C64)



6. Saab AJ37 Viggen
Like a fool I chose this one for my attempt at winning the cup, thinking it would be a pretty potent aircraft. After all, the Royal Swedish Air Force swears by it – and probably swears at it as well considering its limited payload. The maximum of four Mavericks and four Sidewinders is a pathetic 'bomber' payload so make sure you're a good shot with the cannon. The rocket pods are good fun to launch and watch fly through the air but without a sighting ring they're very tricky to aim. The successor to the Viggen, the Gripen, looks set to continue the trend for low payload (providing they get the bugs out of its software first). For now I think Saab had better stick to building cars.

Tips

➤ Use the Air Brakes for making extremely tight turns, especially when in close quarters combat as you could go endlessly round and round in circles, trying to catch a circling enemy if you didn't use them. Your speed drops off like wildfire so keep an eye on your air speed (and remember your stall speed!).

➤ Ideally you should have either the F-111 F or the F-15 Strike Eagle for the missions with an F-5 Tiger II as the dissimilar enemy. The F-5 is pretty useless for long range attacks and just *loves* to show off by roaring over your aircraft (in most cases through your aircraft). To really screw his airshow manoeuvres up, wait until he's within the 3 mile radar range and then switch to cannon. As he draws near, his radar image should merge with yours: as it does so, fire the cannon a few times. 9 out of 10 times it'll hit him and makes you look like a hotshot ace at the same time.

▼ **The F-111's large payload makes it a reasonable alternative to the Tornado.** (C64)



▼ **Tank busting in that veteran war-horse, the F-4 Phantom.** (Amiga)



➤ If you can, use the Mavericks as your primary weapon. They're easy to use, require little in the way of parameters to launch (just make sure you're the right way up), they hit 100% of the time with total destruction of the target, and lock onto anything from tents to bridges. The higher you are, the further away from the target you can launch them. Thirty thousand feet is ideal for launching at the 20 mile mark, a very useful fact to know if you're up against a time limit mission and need to fire from long range. A true Fire-and-Forget weapon.

➤ You've got unlimited chaff and flares so use them at all times during combat and often during flight. Although you're warned of SAMs and missiles it's best to be overly cautious than to be lax. Never let down your guard, or you and your plane will surely follow. The SAM sites are extremely rapid at firing and quickly get trigger-happy, firing missiles constantly. Luckily they're pretty stupid missiles and conveniently get confused when flares or chaff is launched, if only chaff or flares were this efficient in real life. Basically you only need to jettison a single chaff or flare for each missile fired at you. Best be on the safe side and launch as many as possible – after all there's no limit!

64 Cheat

This cheat makes available all the missions for you to try out (and some of them are pretty tough cookies indeed). To get the cheat, load up the game as normal and press SPACE to name a New Pilot. Now, instead of typing in Ace, Hot Shot, or Kommie Killer Karl, just enter something equally tasteful, namely **KYLIE** (with a space before it). The less said about that one the better.



▲ **Landing in the Soviet MiG-27. Runway 18R means the right runway, as you approach on heading 180°. Runway 36L would be exactly the same runway, as it would appear on the left as approached on heading 360°.** (Amiga)

Amiga Cheat

A similar sort of cheat is available for the Amiga version. Load up the game, play air-guitar to the music at the start, and then bring up the pilot selection screen. Press SPACE to name a new pilot and enter **BUCKAROO** (with a space *after* the word). The computer now gets so excited when it realises that it's Buckaroo (Banzai?) playing that it makes all the missions available.

After that veritable feast I'm whacked, I'm off to watch *Teenage Mutant Hero Turtles* on the telly. On the tips front, *Retrograde* wends its way ever nearer towards an almighty alien-annihilating end. I'm hoping to have some great tips for the *Fourth Dimension* compilation, more *Bomber* antics, and at long last some *F-29 Retaliator* tips (it's almost here, honest). Keep sending in the tips, pokes, and maps – a piece of lovely white paper with '£30 Software Voucher' written on it could be yours if you do. The address is of course *PIG IN A POKE, ZZAP! Towers, PO Box 10, Ludlow, Shropshire SY8 1DB*. Until then, have a good 'un!

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MIDWINTER

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Conservation, ecology, and 'green' politics were the hottest topics in the late 20th Century with the hole in the ozone layer, the 'greenhouse effect' and pollution all major concerns. Global warming was the ultimate threat, soon to become ironic when a meteor burned into Earth's atmosphere and impacted in South East Asia. Millions of tons of dust were thrown into the atmosphere, throwing a dark veil over the globe and heralding the march of ice from the Poles.

Sixty years later, in 2099, the only habitable land is the Azores, turned into a single large island linked by ice and appropriately renamed Midwinter. The island's inhabitants hope to see the re-emergence of the human race and have built up a complex transportation system consisting of snow buggies, a cable car network, hang-gliders, and skis. Factories and synthesis plants produce vital stores while radio stations provide communication. But it's the eighteen Heat Mines that are the key to the island's life, providing the energy for the people to stay alive.

Law and order is the responsibility of the FVPF (Free Villages Peace Force). Led by Captain John Stark it patrols the island, settling minor disputes with little trouble – until now, that is. From the south-east, the ambitious General Masters has gathered an army of soldiers,



▲ In the ski-buggy, Captain John Stark comes under enemy missile fire as he approaches a village.



Midwinter's is one of the best presented games I've ever seen. The graphics are superb with a stunning 3-D effect and incredibly detailed static screens. Even the sound has been exploited to the full, with stereo sound providing advanced warning of an oncoming vehicle. But it's the gameplay that's the best bit – it could easily keep you playing for weeks. It may not appeal to the most mindless of arcade fans, but for everyone else this will be irresistible. It may be argued that the endless snowy wastes could get a little repetitive, but that's ignoring the strategic game which is made infinitely more interesting with such recognizably human characters to control. A beautiful game and no mistake.



After the disappointment of *Whirligig*, Mike Singleton has stormed back onto form with *Midwinter*. As one of the most imaginative and technically-gifted programmers around, the results are inevitably awesome. Who would've thought a mere human could come up with something so visually stunning, yet simultaneously so deep and involving. It makes me wonder if Maelstrom Games aren't some alien brotherhood. Here, they offer you a ticket to a whole new world for a price which is a zillionth of a galactic time-warp. All I can say is, don't miss it!



▲ The overall map, in fractal graphic form, shows the enormity of your task.

snow buggy battalions, and patrol aircraft to wrest control of the isle from the more liberal



▲ While Stark pauses for breath a mortar-dropping enemy glider appears out of nowhere.

inhabitants. To achieve his aim he must seize, or destroy, the Heat Mines.

The game opens with Captain John Stark on patrol. Stark learns of Masters's initial attack, which has captured the three main radio stations. Unable to call for help he must start the resistance campaign by word-of-mouth. A map of the island can be brought up – in contour or relief (fractal) modes, with a powerful zoom function. The map also reveals the locations of buildings, the cable car network, and positions of the two combatants' forces.

Via the map, Stark is able to command his recruits to perform tasks around the island. Watches can be synchronised to maintain precise timing (which is vital) and every two hours situation reports are produced. To begin with, Stark cannot contact anyone by radio and needs to ski to nearby comrades to recruit them. Once a person is under Stark's command you can take direct control of them, looking through their eyes. You can also have the person seek and recruit other people (32 in all), sabotage enemy installations, and search and destroy targets. A wise commander will bear in mind that all his characters have individual strengths and weaknesses, plus hidden talents such as the ability to ski, hang-glide, etc.

Unfortunately for Stark, his comrades aren't the usual zombies which inhabit computer games. In fact, there are quite complex relationships between the characters. Love affairs, hatred, jealousy, admiration, and many other factors all play their part in determining the chances of one person recruiting another. These problems make recruiting no sure thing, so it's a good idea to recapture the radio stations and use them to contact everyone.

While this is happening, General Masters is going all-out to overwhelm Stark's forces. Although Masters has twelve hours advance on Stark, his weakness is a reluctance to use the island's higher ground, opting instead for moving supplies and forces through the flat lands.

With this fact in mind, Stark can avoid snow buggy patrols by skiing at high altitudes, using the cable cars, and even hang-gliding from a peak to a plateau. But pushing the vehicles too far, too high, or too fast can lead to disaster. Wounds can lead to loss of muscle power, alertness, and morale. Push characters too hard and their sight fades into monochrome before blacking out.

Preventing Masters from taking all 18 heat mines is a huge task, given the sheer number of enemy vehicles coming from the south-east. Guerilla tactics are the best in this desperate situation. Ambushing supply buggies, destroying patrol vehicles, reclaiming captured villages, or destroying them to prevent them falling into enemy hands: these are all good tactics in this chillingly cold war.

64

No plans for a 64 game, sob!

update



The idea of having a massive, mysterious landscape to explore in glorious 3-D, together with a very strong strategic challenge, is a wonderful idea that Mike Singleton has executed perfectly. Travelling across the icy wastes is an enchanting experience in itself, without having to tackle buggies and aircraft, or worry about the main objective. The polygons work perfectly with zero perspective or update problems. The graphic effect of skiing up the side of a high hill and pausing to look out over the landscape, viewing distant hills and villages just has to be experienced to be believed. The most atmospheric, utterly magnificent game I've played (and *will* play) all year.

PRESENTATION 97%
Massive 200-page manual, A2 island map, handy pad for notes, training mode, toggle switches for bombers and mortars.

GRAPHICS 96%
Breathtaking 3-D effect, a wealth of detailed polygon objects and a clever horizon haze. Superb static screens.

SOUND 85%
No tunes but extremely good use is made of the Amiga's stereo sound system with a multitude of atmospheric effects.

HOOKABILITY 96%
A daunting task but it's an impossible game to resist.

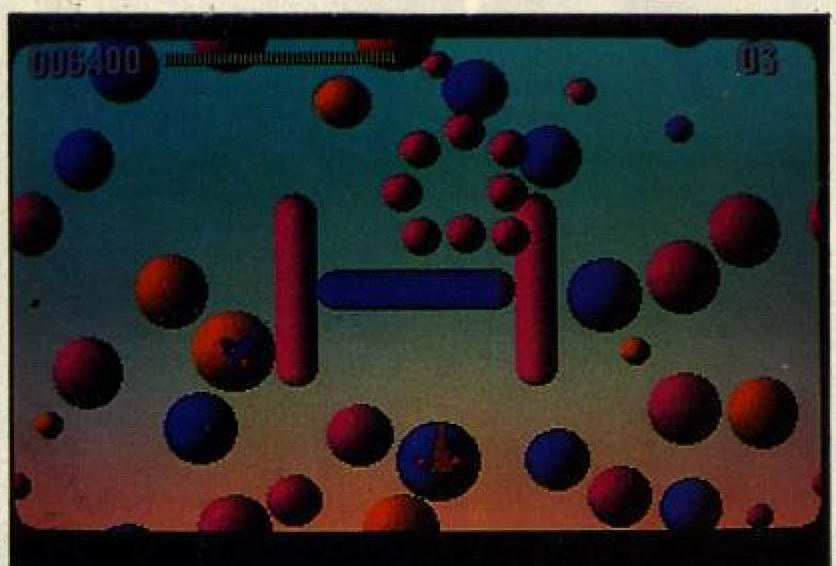
LASTABILITY 97%
The most compulsive and compelling of challenges since the *Lords of Midnight* saga.

OVERALL 97%
A superlative, immense program that is every bit as good as you'd expect from Mike Singleton.



▲ Two-player mode and things aren't going well! (64)

e-motion



▲ Catastrophe! A perfect illustration of how *not* to play *E-Motion*. (Amiga)

US Gold, C64 £9.99 cassette, £14.99 disk; Amiga £19.99

Apparently, *E-Motion* is US Gold's first 'New Age' game for the unstressful, relaxed lifestyle of the 1990s. However, this extremely devious puzzle game is more likely to double your stress level!

In a microscopic world of atoms, molecules, and particles, you control a sphere by rotating left/right and thrusting. In each of fifty levels the aim is simple: knock like-coloured spheres (which represent atoms) together to make them disappear. If you're not quick enough they explode, reducing your energy level. If two differently coloured spheres collide, a smaller pod ball is produced – this can either be collected for extra energy or left to 'grow' into a big sphere.

To make things infinitely more difficult, some of the spheres are connected by elastic (these represent molecules) which can easily get wrapped around the obstacles which appear on most levels.

When your energy level reaches zero you lose one of four lives. Invaluable extra lives are earned for every 25,000 points scored. Extra points can be gained on the bonus screens which appear after every few levels – these involve collecting pods in the right order within the time limit. If you manage to get halfway through the game's 50 levels and die, you can continue play from level 25. There are also options to save the game and practise any level.

As well as playing solo, you can play simultaneously with a friend, with a communal score and lives – so you must cooperate instead of competing. On some levels the two players are connected by elastic, and sometimes even to some of the spheres, making life very difficult!



E-Motion is one of the weirdest games I've ever seen, but that was no deterrent to instant addiction on my part. The idea is utterly simple, but with just a few strands of elastic and the odd obstacle it becomes completely aggravating – and incredibly addictive. Phil and I were completely hooked by this one and played it for ages, getting surprisingly far. The Amiga game is obviously the best presented; the HAM backgrounds are attractive while the all the objects are well drawn and move very smoothly. The C64 version is initially rather disappointing, looking distinctly Spectrum-esque. However to have any more colours would make things far too slow, so I'm thankful US Gold have done it this way, preserving most of the excellent gameplay. A tiny bit sluggish perhaps, but great fun all the same.



Simple ideas are often the best, and knocking balls together has to be one of the simplest game concepts since billiards. Graphically, it's also very simple (if slow and Spectrum-esque on the 64) but functional with balls and elastic moving realistically with inertia and momentum. Solo games are fun, but it's in simultaneous two-player mode that the game really comes into its own. Without extensive cooperation you invariably end up hysterically knocking the spheres all over the place, the numerous resulting pods making the play area resemble a Smarties ad. It's all great fun, but at times so frustrating you'll want to do something more violent than bash balls together!

64

PRESENTATION 90%
Same as the Amiga.

GRAPHICS 58%
Spectrum-esque but functional.

SOUND 78%
Reasonable rendition of Amiga's weird sonix.

HOOKABILITY 74%
The slower-paced action lessens its initial appeal somewhat.

LASTABILITY 81%
The fun two-player mode will keep you playing, and fifty perplexing levels offer a big challenge.

OVERALL 79%

Visually disappointing but still very playable.

amiga

PRESENTATION 90%
Informative attract mode, simultaneous two-player and practice modes, continue-play after level 25, useful save option.

GRAPHICS 87%
Simple but with realistic movement.

SOUND 80%
A variety of good FX and a nice jazzy title tune.

HOOKABILITY 90%
Easy to learn, hard to master, and extremely addictive.

LASTABILITY 88%
Fifty levels can cause frustration so the save and continue-play options are invaluable.

OVERALL 89%

Addictive and frustrating; you'll love *and* hate it!

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knights of the crystallion



US Gold, Amiga £29.95

Many eons ago the most massive creature that ever lived roamed the oceans, swallowing whales in a single gulp. But one day its immense hunger led it up a river, to become beached and slowly die. The elements soon rotted away its flesh, leaving bones massive enough to enclose a city. In time a tribe of humans found the bones and slowly went about creating that city.

The most important part of the skeleton is its skull, set aside for the priests who call themselves the Keepers of Tsimit. One of their many secrets is the knowledge that the brain had not rotted but fossilised instead, forming pulsing crystals. When combined they can produce dangerous beams of light. Some of the more powerful crystals can even create life, such as Crystallions. These crystal horses have incredible beauty and intelligence. They are companions for life, and only those who have bonded with one can sit at the city council.

To find your crystallion you must first find the well-hidden crystals. The quest begins with the Orodrid City Screen, a menu page with the icon-options rotating over the city scene. You must prove your worth at all the various subgames:

TSIMIT: This is the most important part of the game, since it's here that the crystals are found. The Tsimit has four 'veils', or sections, each of which is completed by finding the door to the next. The Tsimit is a flickscreen maze, packed with monsters, and is shown at an angle from above. Control is via the mouse; move a cursor to the point where you want to move to or fire at, depending which mouse button you press. Protection is provided by a Crystallion Suit with three charges (or lives) – lose them all and it's game over.

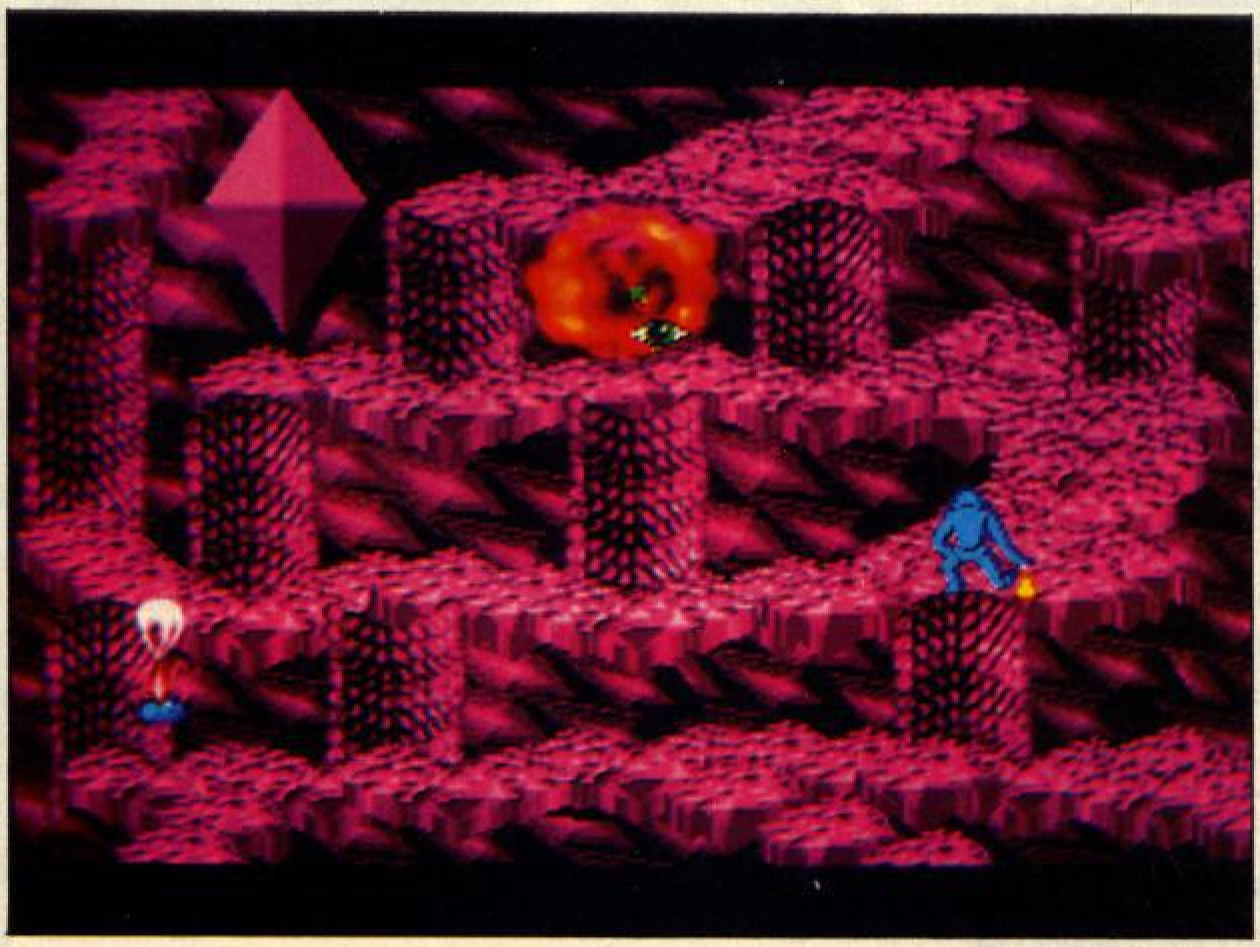
BOSU: Once you've found the Tsimit exit door, you're challenged to a game of Bosu, a boardgame which you must win to get onto the next section. You have six stones to place on five rings split by eight rays. While difficult to describe in less than a couple of pages, it's fun to play and has two-player, difficulty and tutor options.

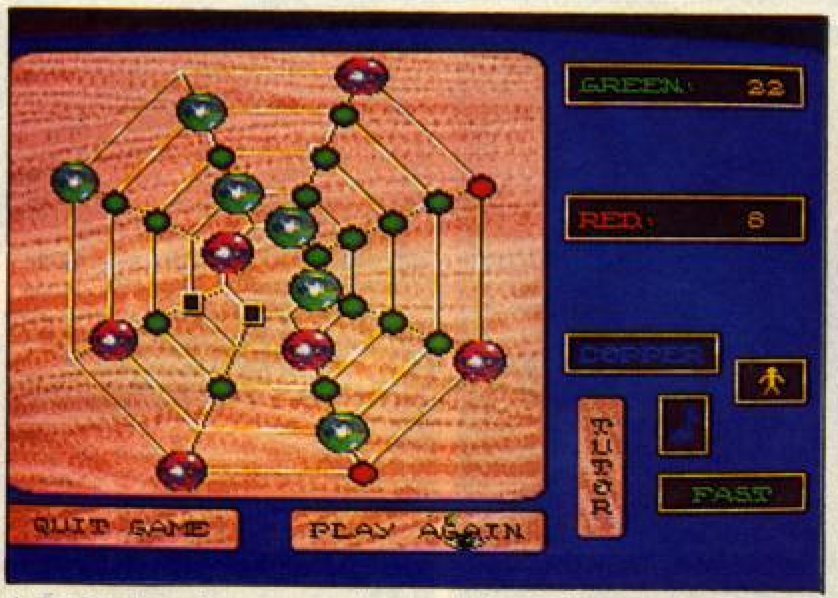
PRODA: Should you lose a lot of charges/lives in the Tsimit you can use your crystals to earn more in this subgame. Three cylindrical 'prods' rotate at the centre of a 3-D room. Using the mouse you can place crystals in special formations to collect bolts of energy. But watch out for the alien birds which try to steal the crystals.

DEKETA: Some cards are dealt; face up at first with numbers from 1 to 8, then quickly flipped over. You must then click on two cards of the same value, using memory, 'ESP', and observation (as the numbers can occasionally be seen). Winning can give you special powers useful in the Tsimit.

HARESH: This is the trading part of the game; fail to earn enough to support your family and it's game over. Make lots of profits, and donations to the Tsimit priests might be useful. There are seven trading families, each involved in three trades ranging

▼ Exploring the Tsimit, you've just firebolted yet another dinosaur – no wonder they became extinct.





▲ The Bosu boardgame – green has won by bracketing more of the board's junctions with his pieces.



So what, exactly, is a 'culture simulator'? It turns out to be a collection of oddball subgames surrounded by a better-than-average scenario. Presentation is indeed very weird, and (especially on the trading subgame) there's a good sense of an alien civilization. As for playability, all the subgames are quite enjoyable with some excellent graphics and sonics which are obviously designed for the Amiga, not the ST. The most important game is Tsimit, an arcade maze game which, on the higher levels, improves graphically while using lifts to make virtually every screen a puzzle to be mapped. If you like the sound of this, the other games provide some attractive variety. But if you hate mazes and maps, *Knights* could be very frustrating. Still, a very interesting game which solidly establishes US Gold as an innovative 16-bit producer.

from meat and dairy products to books and songs. You must set the prices for your three types of goods, bearing in mind quality and competitor prices. You can also invest in opening markets in the wider world and make donations to families in trouble.



I think I know why this has such a bizarre scenario: it was the only thing which could possibly link together such diverse subgames. And, imaginative as it is, it still fails to really make the vastly different sections gel into one complete game. Nevertheless, I was impressed by the very classy presentation with ever-changing, atmospheric music, 'Carling Black Label'-sounding sampled speech, and plenty of pretty pictures to ogle (although these do suffer in definition due to use of the HAM mode). All the subgames are fairly playable – I particularly enjoyed thrashing Robin at the Bosu boardgame, even though I hadn't a clue what I was doing! And overall, *Knights* has plenty of originality, variety, and a big challenge, although it isn't quite the mega-game it could have been.

64

No plans for a C64 version.

update

PRESENTATION 90%
Great intro, poetical protection system, save option, and interlevel HAM pictures.

GRAPHICS 84%
Full use is made of the Amiga's palette, with plenty of atmospheric HAM pictures, to produce a very weird and intriguing graphic style.

SOUND 90%
Atmospheric music which varies constantly. Effective occasional use of digitized speech.

HOOKABILITY 76%
Difficult to get into and far from easy, but you can practise some of the subgames.

LASTABILITY 88%
Tsimit provides a big challenge, while keeping up with the other subgames provides variety.

OVERALL 79%
An intriguing and innovative game which cartographers will love.

Overlander

A

Elite, Amiga £19.99

It's the end of the world as we know it. What has happened?: global thermonuclear war, another ice age, little green men coming from the planet Zitt? No, it was underarm deodorants! Yes, the CFC gases from smelly aerosols have finally destroyed the ozone layer.

So what do you do? Sit in the sun getting skin cancer? No, instead you drive a super-fast car and are paid to transport dodgy goods from city to city. To liven up the journey the other motorists try to ram you off the road or just shoot you! It's just as well there's a shopping centre nearby where you can buy essential stuff like turbos, battering rams, flame bombs, and rockets.



▲ Roaring down a desert highway, shooting fellow motorists.



So, Elite have finally converted the dire C64 game. And why the long wait? Well, apparently it's been completely redesigned and reprogrammed — but you'd hardly notice. The undulating road's quite good, but other than that the graphics are bland and badly animated with poor collision detection. Complementing them perfectly, the simple roadblasting gameplay will drive you mad with boredom.



It's been an unbelievably long time in conversion, and the 32 colour palette doesn't add that much to the ST game. Basic roadblasting gameplay seems dated now and it's toughness doesn't help either. But perserverance will get you to stage two, where slightly different graphics and a large range of add-on equipment add a bit of depth. Although some of the obstacles are impossible to dodge at high speed — forcing you to remember the route — it's still quite enjoyable, relatively inexpensive and more violent than *Turbo Out Run*!

PRESENTATION 72%
Attractive option and interlevel screens.

GRAPHICS 73%
Good road effect and sprites, although the car doesn't corner convincingly and there's not much variety.

SOUND 68%
Convincing engine roar and explosions.

HOOKABILITY 66%
Tough to begin with but still playable.

LASTABILITY 62%
You can choose easy or hard missions at each checkpoint (the latter giving you more money for add-on weapons), but otherwise variety is lacking.

OVERALL 64%
A dated but nicely programmed roadblaster.



Warhead's presentation is superbly atmospheric. Despite their oddness, the graphics soon begin to grow on you – particularly nice is the way your missiles fall, then ignite their engines before zooming off. Then there's the map and tactical screens, one of which looks like something out of a *Star Trek* movie. More unconventional are the non-vector graphics sequences – such as when you dock/undock – providing some nice variety.

The game itself is a bit of a relief after all those incredibly complex trading games – it's just a glorified shoot-'em-up really. However, what really makes it special is the 'realism' with which combat takes place. The enemy ships are very intelligent, swerving past, sending dozens of deadly missiles your way. And some of the insulting messages they send you are hilariously funny, adding to the tongue-in-cheek sci-fi atmosphere. Great fun.

WARHEA



◄ A salvo of Stinger missiles race off towards the enemy fleet.



Activision, Amiga £24.99

●Rent-a-kill go on a galactic bug-hunt!

These past few decades have been the worst in our history. We must never forget how lucky we, the survivors, are. We must never forget our duty to those that died, to remember and ensure the 'roaches' never again find us so vulnerable.

When the aliens attacked Earth in 2045, they murdered three billion people and virtually destroyed the planet's ecosphere. We suspect they intended to reduce us to a state of barbarism, easy prey for a follow up attack. But those of us who survived dissolved all

When I first heard about *Warhead* I was expecting a space game in the *Elite/Damocles* mould. When it arrived I was a little put out by the game's heavy emphasis on space combat, as I felt a little restricted. Now, having played it to death, I must confess I'm hooked! I like the way you're gradually introduced to the various weapons systems and enemies through the different missions. It makes for a great game atmosphere and is very much in the manner of a story with you as the central character.

Graphically and sonically *Warhead* is good but not a boundary pusher, the fast-moving polygons look quite weird through the novel 'fish-eye lens' view. Sound effects are atmospheric; and the data missile, information acquiring effect is great! This is no *Elite* but it's a damn good blast with hidden depth.



national divisions and set up the Fist-Of-Earth Space Force. It was the focus of all our energy and hope; soon we'd established a new space station – HQ Space Operations Command.

Twelve years after the attack we have finally developed a means by which to strike back: the F0E-57 interstellar spaceship. Now we need a pilot, Warhead is the operation to recruit that person – the spearpoint of our war effort.

We know little about the aliens. Their motives remain obscure. An ancient race, they may share a common ancestor with insects on Earth. Like them they are individually stupid, only in groups of tens or hundreds do they become intelligent. Communication is via metal particles in their skins, radios which give the illusion of telepathy. A large part of your mission will be discovering more about them . . .

Your first missions, however, will be to get yourself familiarized with the ship. As you'd expect it's crammed with the latest electronic equipment. Crude directional control is by mouse, changing rotation, with reverse/forward thrust determined by the buttons. Further assistance is provided by the multi-mode autopilot, pressing '0' will stop rotation, '2' will point you at the target, '3' move you toward it, and '9' will bring you to a full stop. No less essential are the Head-Up-Displays, general and weaponry. You can also choose a tactical screen which eliminates any planets from cluttering up the view; and two map screens – short and long range – which may be zoomed into/out of.

As you look out through your viewscreen you'll see the stars moving strangely. That's because your view is warped, just like a fishbowl to cram a bigger view into the screen. All the stars you see are real; mapped from the massive, and realistic galactic chart. There are also tiny, computer-generated squares to show your speed by their colour and velocity.

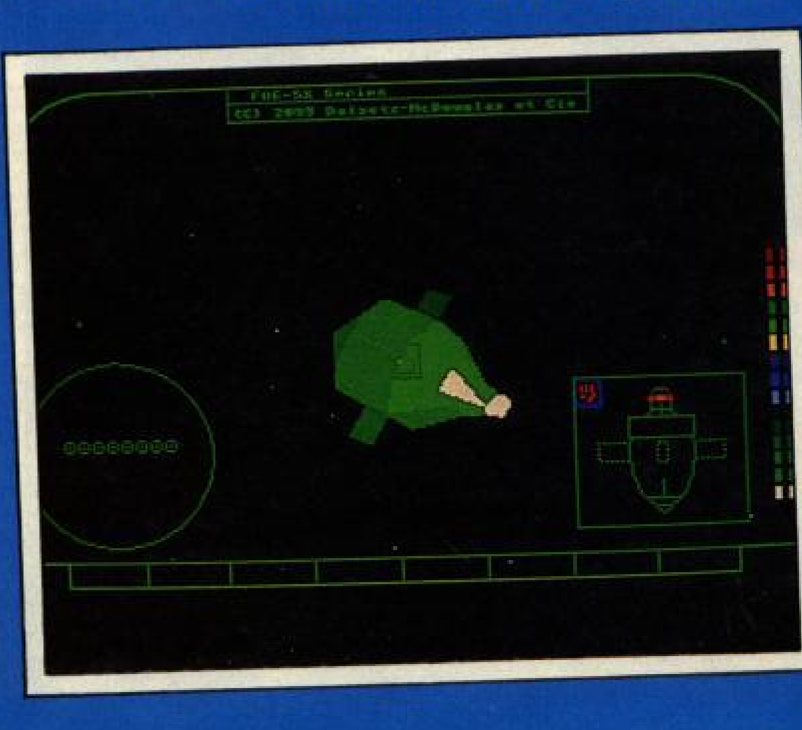
Your ship can be equipped with a wide variety of armaments. Besides the mass-driver cannon, there's homing Stinger missiles, proximity mines, X-ray lasers, and a few more yet to be developed. The first missions allow you practise using these on drones. Possibly the most important missile however, isn't a weapon. It's a data-gathering probe which is crucial for revealing what distant objects are. Once the missile has 'hit', you can go into an info-screen showing all the details, complete with a spinning 3-D view of the object.

There are less than 50 missions, but as each is packed with detail and variety this is much more than it seems – so thankfully there is a save function.



▲ Docking with Solbase – one of several non-vector graphics screens in the game.





▼ An green-hued tactical view of your space ship, the FOE-57.

Well, this is a distinctly odd product. Firstly, the assumption that you humans could take on the most wimpy alien civilization is completely preposterous. Then there's the slightly garish stars and the 'speed dots' which initially seem to move oddly. But once you read the instructions and start to play, things begin to slot into place.

The game-style may initially suggest *Elite*, but is in fact completely different; there's neither the ability or need to go around trading. Instead, you have to follow the missions – disappointingly there aren't that many, but their variety and imagination provide great compensation.

Playing the game is like progressing through a novel, with one set-piece incident after another. (One mission is just like *Star Trek IV*.) The way the various aliens communicate with you is superb, and would be impossible to do in an *Elite* game. *Warhead* is much like the utterly compulsive *Millennium 2.2*, substituting arcade action for the latter's simplistic strategy. If you're tired of monotonously plying the trade routes in *Elite* or *FOFT*, this could be what you're looking for. There are definitely no quiet moments in this one!

64

No plans for a C64 version.

update

PRESENTATION 92%
Six save positions on game disk prevents formatting hassle. Great intro with superb music and plotline.

GRAPHICS 92%
Innovative display, impressively realistic HUD displays, set piece 2-D scenes, and some great attention to detail.

SOUND 87%
An impressive array of spot FX, apart from disappointing engine noise.

HOOKABILITY 91%
Takes a bit of getting used to, but the first missions are well designed to get you hooked.

LASTABILITY 88%
Unlike *Elite* you can finish it – and there aren't a huge number of missions – but it's quite tough, extremely varied and will keep you playing late to see how this epic story ends.

OVERALL 90%
An intriguing, innovative and highly rewarding game.

AFTER THE WAR

64 A

Dinamic, C64 £9.99 cassette, £14.99 disk; Amiga £24.99

Nuclear apocalypse has happened – the ultimate catastrophe – but the streets of Manhattan are still filled with muggers. Jonathan 'Jungle' Rogers is in the thick of it; his aim is simply survival. Located at the headquarters of the murderous Prof McJerin there is a XV-238 launching platform. Using this, JR can escape to the outer colonies!

Rogers's fight is essentially a horizontally scrolling beat-'em-up. The first of the game's two loads is split into three phases. The first takes place in post-apocalypse Manhattan. Besides the muscle-bound muggers there are deadly mines and a superbaddie at the end. Phase two is more of the same, only with a different background and the baddies have guns! The final phase is the toughest of the lot, set at the subway entrance where you encounter 'R.A.D. Bulls'.

Amiga owners get much longer levels, plus a wider variety of villains including men with guns and chains. To hurry you along there's a radiation count: when this time limit runs out you lose all your lives!

The second load takes the player inside the subway, with yet more baddies, only now you're armed with a massive machine gun. Combat androids, mutants, and huge rats are all out to get you. Complete this level and you get into a sleek spacestation infested with yet more villains, plus robot guns.



Post-apocalypse New York, humans reduced to mutants, and plenty of blood-splattering action – it sounds like just my sort game! But sadly Dinamic have forgotten to fully work out the gameplay. The first level of the C64 game is particularly dull, and level two isn't much better – despite some neat robot guns.

The Amiga game is bigger with a much more professional feel. Beat-'em-up addicts, at least, could enjoy this one although they'll need to be good to cope with the vicious, rabid dogs. Your gun on level two is great, complete with spent cartridges spewing out, but for the price you expect more. Even I got sick of slaughtering mutant humans after a while.



▲ Taking on a big guy with a big punch. (64)



Amiga *War* is blessed with some great graphics. It really is just like playing a glossy comic book with some nicely drawn baddies. Load two features an ED209 which puts the one in *RoboCop* to shame; it's big and moves well. But there's plenty of small details too – like how some of the men wave others on into the action. Unfortunately the actual gameplay is both very difficult, and repetitive.

The C64 has some nice background graphics, but the main character moves as if his legs are made out of rubber. The first villains are easy to kill, while the end-of-level baddie is too tough! Similar problems haunt level two, and as the levels are so short the game resembles a mediocre budget release with some above-average graphics.

64

PRESENTATION 68%
Two-part game with access code minimizes multiload hassle, but otherwise mediocre.

GRAPHICS 60%
Big and bold graphics, with some attractive backdrops, but the main sprite and many of the baddie characters are disappointing.

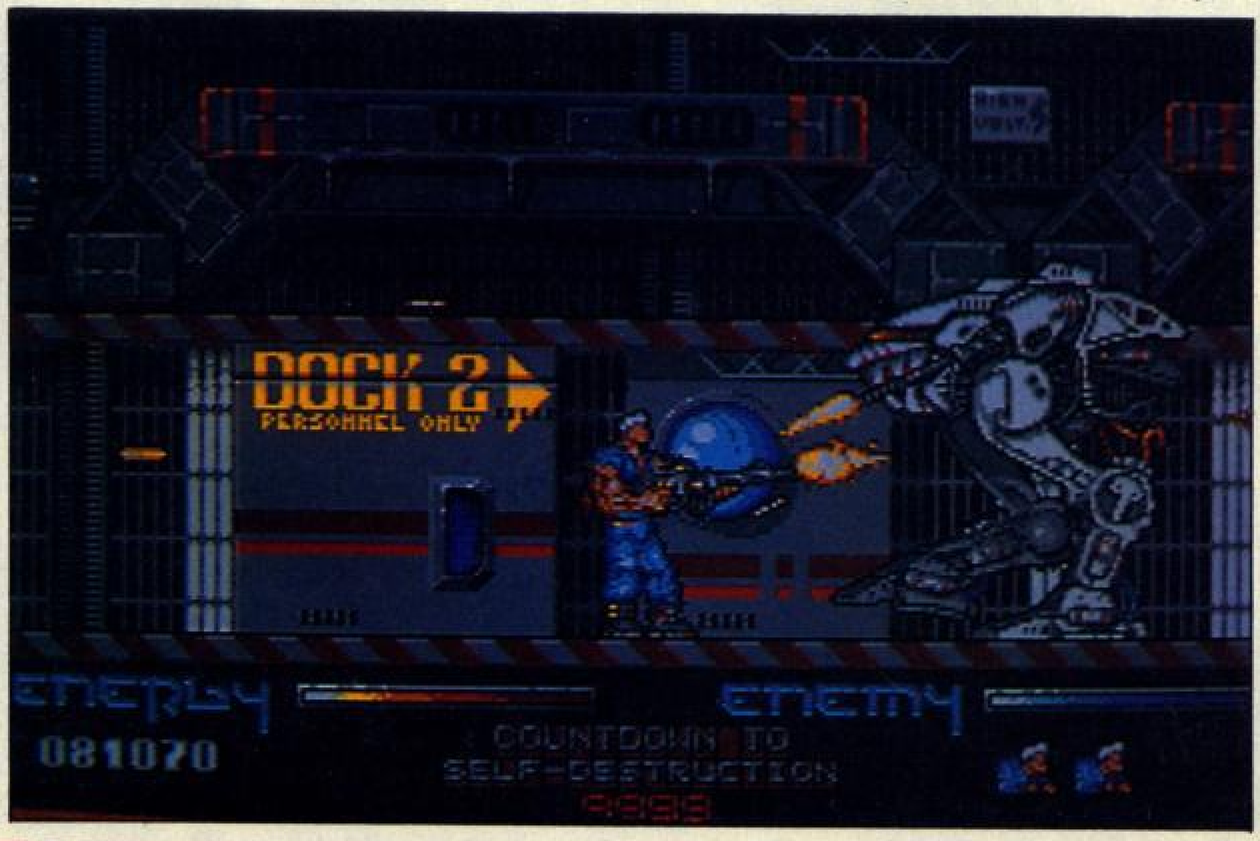
SOUND 71%
Good intro tunes and spot FX.

HOOKABILITY 52%
Sluggish control response, monotonous enemies, and vicious end-of-level baddies result in frustration rather than addiction.

LASTABILITY 41%
Shorter levels, plus unrewarding and repetitive gameplay, diminish long term appeal.

OVERALL 43%
Simplistic, repetitive, and dull.

▼ Part two, and no time to stop for a Coke (or ogle the beach belle!), the rugged hero blasts an enemy soldier. (Amiga)



amiga

PRESENTATION 71%
Attractive packaging, keys option, essential access code to part two and fairly unobtrusive disk access.

GRAPHICS 86%
Initially confusing, but the further you get into the game the more appealing the cartoon style gets.

SOUND 78%
Good machine gun FX, yells and screams sound as weird as most Japanese coin-ops. Good use of stereo.

HOOKABILITY 65%
Fairly easy to get into, although mastering all the moves requires practice.

LASTABILITY 58%
This is one tough game. The second part is the best, but variety is limited for £25.

OVERALL 61%
A visually impressive beat-'em-up.

...it's dynamite!

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COLOR	HEX$	SAFE
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DUMP	PLIST	MONITOR
FIND	ILOAD	BLOAD

RENUMBER : *Also modifies all the GOTO's GOSUB's etc. Allows part of a program to be renumbered or displaced.*
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HARDCAT : *Prints out Directory.*

The toolkit commands can be used in your programs.

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Using POWER CARTRIDGE you can load up to 6 times faster from disk.
The Disk commands can be used in your own programs.

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DSAVE	MERGE	DEVICE
DISK		

MERGE : *Two BASIC programs can be merged into one.*
DISK : *With DISK you can send commands directly to your disk.*

TAPE TOOL

Using POWER CARTRIDGE you can work up to 10 times faster with your data recorder. The Tape commands can be used in your own programs.

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MERGE	AUDIO	

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A powerful machine language monitor that is readily available and leaves all of your Commodore memory available for programming.
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A ASSEMBLE	I INTERPRET	S SAVE
C COMPARE	J JUMP	T TRANSFER
D DIS-ASSEMBLE	L LOAD	V VERIFY
	M MEMORY	W WALK
F FILL	P PRINT	X EXIT
G GO	R REGISTER	$ DIRECTORY
H HUNT		DOS Commands

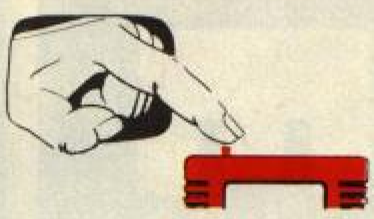
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It will print all Commodore characters on Epson and compatible printers.
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The HARDCOPY function automatically distingishes between HIRES and LORES. Multi-colour graphics are converted into shades of grey. The PSET functions allow you to decide on Large/Small and Normal/Inverse printing.
The printer PSET functions are:

PSET 0 - *Self detection Serial/Centronics.*
PSET 1 - *EPSON mode only.*
PSET 2 - *SMITH-CORONA mode only.*
PSET 3 - *Turns the printing 90 degrees!!*
PSET 4 - *HARDCOPY setting for MPS802/1526.*

PSET B - *Bit-image mode.*
PSET C - *Setting Lower/Upper case and sending Control Codes.*
PSET T - *All characters are printed in an unmodified state.*
PSET U - *Runs a Serial printer and leaves the User-port available.*
PSET Sx - *Sets the Secondary address for HARDCOPY with Serial Bus.*
PSET L1 - *Adds a line-feed, CHR$ (10), after every line.*
PSET L0 - *Switches PSET L1 off.*

POWER RESET



On the back of the POWER CARTRIDGE there is a Reset Button. Pressing this button makes a SPECIAL MENU appear on the screen.
This function will work with any programme.

CONTINUE - *Allows you to return to your program.*
BASIC - *Return to BASIC.*
RESET - *Normal RESET.*
TOTAL BACKUP DISK - *Saves the contents of the memory onto a Disk. The program can be reloaded later with BLOAD followed by CONTINUE.*
RESET ALL - *RESET of any program.*
TOTAL BACKUP TAPE - *As BACKUP DISK but to TAPE.*
HARDCOPY - *At any moment, prints out a Hardcopy of the screen. Using CONTINUE afterwards you can return to the program.*
MONITOR - *Takes you into the Machine language Monitor.*

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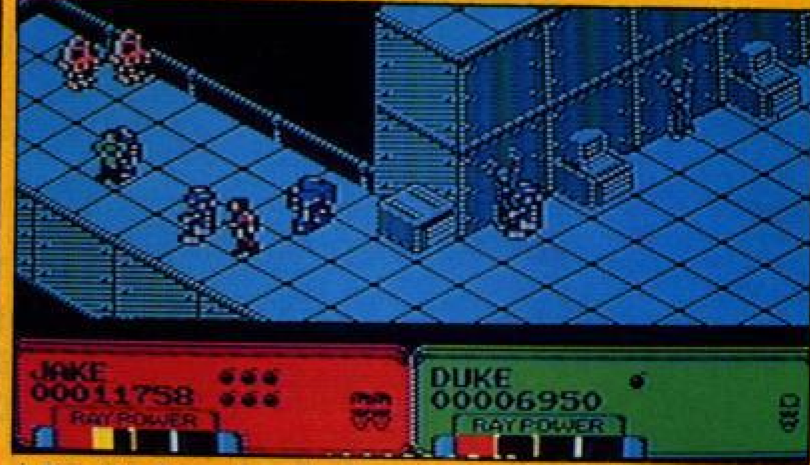
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DOMARK

ESCAPE FROM THE PLANET OF THE ROBOT MONSTERS

The title of this Teque-produced coin-op conversion is enough to easily fill up captions so I'll have to skip the description. It should be arriving very soon indeed, hopefully with the long delayed C64 *Vindicators*.



▲ Domark's *Escape From The Planet Of The Robot Monsters.* (64)

KLAX

Another Atari coin-op licence by Domark/Tengen undergoes the Teque treatment. And for the purposes of previewing this beauty you might as well look at the coin-op version for all the difference it would make. I raved over the coin-op last month, and next month (if they play as good as they look) I'll be raving over the computer versions as well. *Klax* will be tic-tac-ing onto your C64 (£9.99 cassette, £14.99 disk) and Amiga (£24.99) mid April time. I can't wait!!



▲ Teque's *Klax* conversion is looking arcade-perfect for Domark. (Amiga)

MANCHESTER UNITED FOOTBALL CLUB (Krisalis)



Teque's computerisation of Manchester United is coming along great guns. The Amiga version is pictured here, and has managed to combine management strategy and match action incredibly well. *MUFC* was originally destined for a November release but has been put back to squeeze even more in, including digitized pictures of the main players and even a goal scoring sequence. Should go down well with Phil when it arrives (hopefully) next issue – that is if he's not *still* playing *Kick Off.* Just how long can this obsession last?!

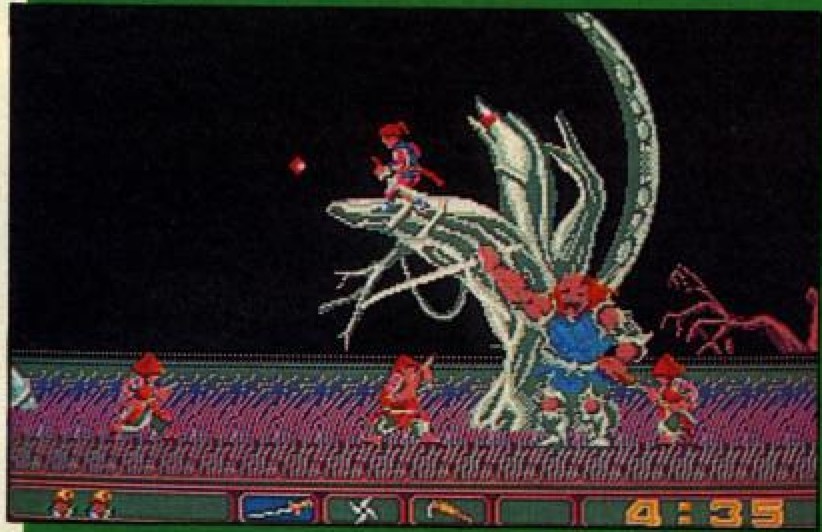


▲ Monty Mole's back in Gremlin's *Impossamole.* (C64)

IMPOSSAMOLE (Gremlin)

Monty Mole returns! That evergreen, cute, burrowing friend of the gardener (but not Arthur Scargill) is brave enough to come back from the Isle of Montos to seek fame and fortune all over again. Gremlin plan to exploit Monty Mole to the full with a comic strip, and are obviously aiming for a *Mario Bros*-type lift-off leading to a TV series, cereal, wallpaper etc. But let's hope they don't forget to make the computer game good in the meantime. Should be coming out in mid-April.

NINJA SPIRIT (Activision)

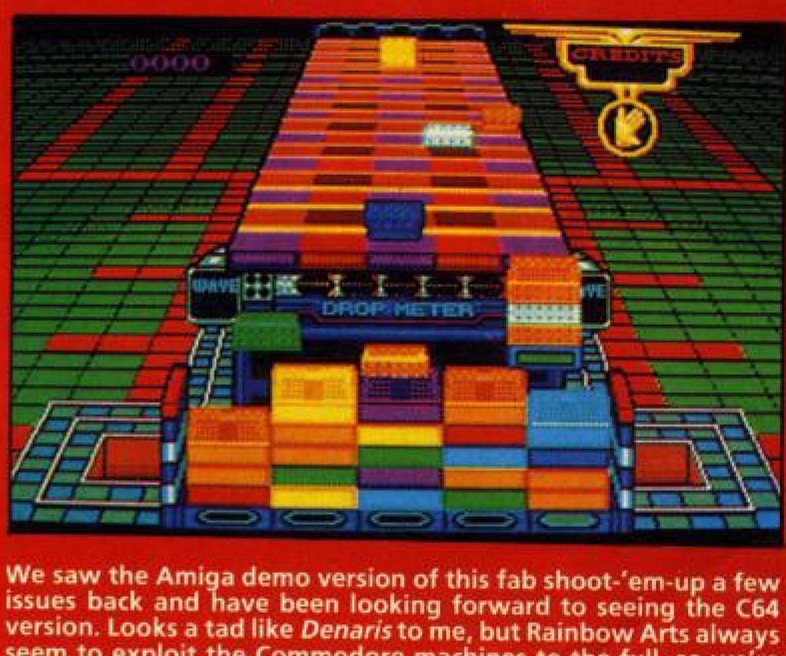




▲ The end of level one in Chris Butler's slick C64 *Ninja Spirits* conversion.

This Irem slash-'em-up has caused a fair bit of controversy in the offices with a demo from Chris '*Power Drift*' Butler splitting the team over its merits. The sprites are generally quite small, but beautifully detailed and animated while the backgrounds are regarded by some as dull, by others as superbly atmospheric and realistic. Currently extremely difficult, we hope to see a finished version next month which should settle the debate. The Amiga version is being converted by Images.

X-OUT (Rainbow Arts)

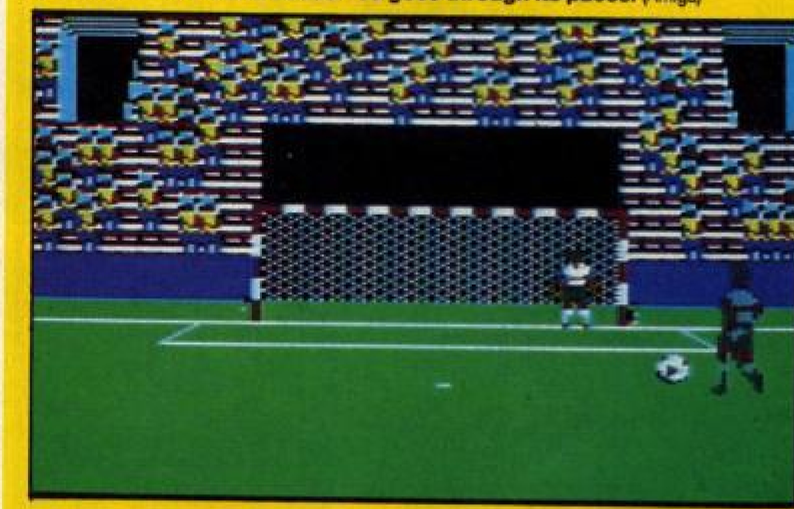


We saw the Amiga demo version of this fab shoot-'em-up a few issues back and have been looking forward to seeing the C64 version. Looks a tad like *Denaris* to me, but Rainbow Arts always seem to exploit the Commodore machines to the full, so we're looking forward to this one.

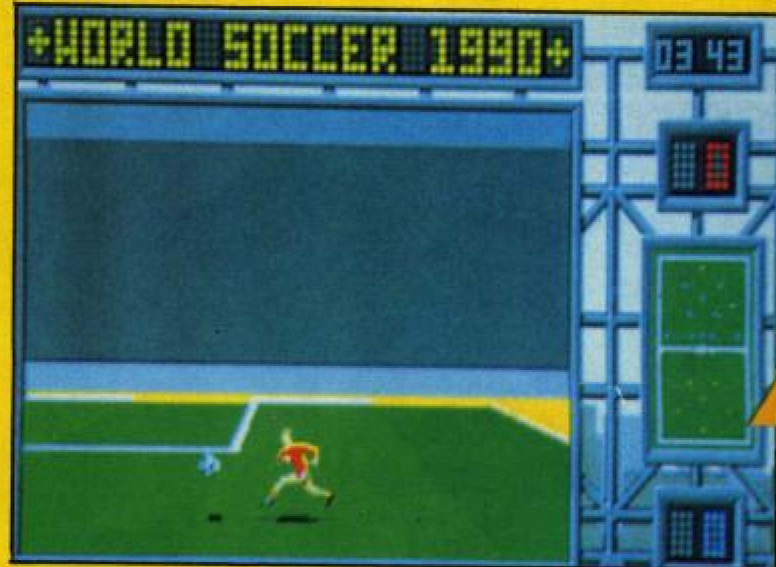
SIMILAR GAME IDEAS OF OUR TIME NO. 344

It's amazing how many car games roared onto the market in time for Xmas. Now it looks like 3-D football is going to be in vogue, ready for the 1990 World Cup. Just take a look at this Amiga shot of MicroProse's sequel to *MicroProse Soccer*, titled *World Soccer*, and compare it with Virgin's footie game *World Cup Soccer '90* (C64 coin-op conversion by Andromeda Software).

▼ MicroProse's *World Soccer '90* goes through its paces. (Amiga)



▼ Virgin's *World Cup Soccer '90* goes for goal. (64)



FIRE AND BRIMSTONE (Firebird)

Along with *World Soccer*, *Tower of Babel*, *Rat Pack*, *Betrayal*, and Amiga *Pirates* (reviewed next issue), MicroProse/Firebird have Steve Bak working on a *Ghosts 'N' Goblins*-style game with strategy overtones. It's titled *Fire and Brimstone* (formerly called *Flaming Hell*) and it looks graphically stunning from what we've seen of it. Take a look yourself, why don't you?

▼ MicroProse's *Fire And Brimstone*, a *Ghosts 'N' Goblins*-style game written by Steve Bak. (Amiga)



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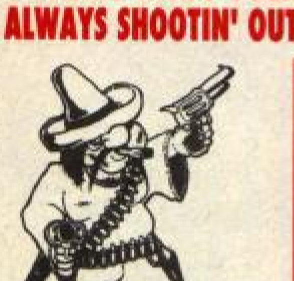
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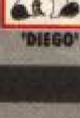
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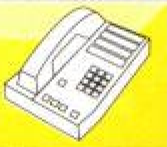
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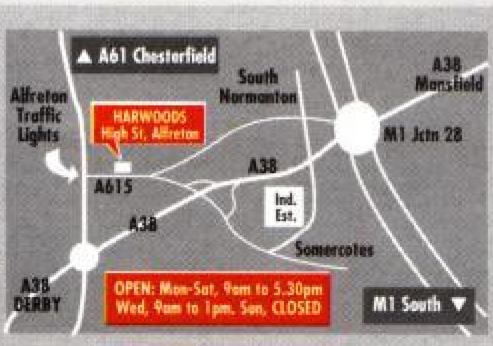


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